The Players Guide To Science Fiction Games

electronic GAMES

Videogames · Computer Games · Stand-Alone Games · Arcades
DELL OF THE 1 - 1235



DESTRUC

IF YOU OWN A COMMODORE VIC YOU KNOW IT CAN DO ALL THIS.



WORD







In-5



FINANCE



BINGO SPEED MATH



ADVENTURE LAND











COSMIC CRUNCHER



SUPER





CHESS What those extra few dol-



GORF

OMEGA RACE

lars get you is a simple little device called a Commodore VICMODEM.

It connects your telephone to your VIC 20™ or Commodore 64[™] computer (resulting in something aptly called telecomputing), giving you access to information such as you see on the screens to your right Normally, you'd have to

type a short program into your computer to help it make Certain offers subject to change. CompuServe is a trademark of CompuServe. Inc. and History Co. Dow Jones News Retneyal Service is a registered trademark of Down Jones & Co. The Source is a service mark of Source Responsi

telecomputer. However, when you buy a

VICMODEM, you'll find we've included a free software program. You just load it into your Commodore Datassette Recorder, and presto (give or take a moment or two), you have access to a vast library of information and games

Speaking of free, Commodore also includes a free subscription and a free hour's time on CompuServe™ and Dow Jones News/ Retrieval Service," a free trial offer on The Source[™] and a discount program offer with Comp-U-Store and General Videotex Corp. Let's see. Did we leave

anything out? Oh, ves. Along with CompuServe comes a free membership in the Commodore Information Network. This is your HOTLINE to Commodore (How often do. you get to speak directly to a manufacturer?) Through it we

BUT DID YOU KNOW FOR ABOUT \$100 YOU CAN ALSO GET IT TO DO ALL THIS?



Here, and Beforence Education and PALA ATTAL LODG SCERT175, 40d

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TRAVEL INFORMATION

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MOVIE

WIRE SERVICE NEWS ACC CONTRACT

COLLEGE PLANNING ATTENDED AND THE PARTY.

MET CARD IS SUEEN OF PIANONES

REVIEWS

AND THE RESIDENCE SHOP AT HOME can answer any questions you

tion Network is also your di-

rect line to the Commodore

Commodore owners use to keep in touch with each other.

Bulletin Board, which

I.Q.TESTS

GAMES

SPORTS NEWS investment of around \$100

might have about your computer, or programming, or anything else Commodorerelated, via electronic

The Commodore Informa-

for programming tips, Public Domain Software, and technical support.

THE COMMODORE VIC 20, A REAL COMPUTER FOR THE PRICE OF A TOY.

Altogether, these little extras we've included with our

VICMODEM add up to a value of \$197.50. A nice return on an

panies think it's reasonable to ask as much as \$500 for telecomputing capabilities such as ours. However with the Commodore VICMODEM selling for around \$100, we feel

Some computer com-

we're being a whole lot more reasonable. Don't you agree? commodore

These are just a few examples from our existing library of software available for the VIC 20 U.S.A.-PO. Box 500. Conshohocken, PA 19428. Canada-3370 Pharmacy Avenue, Ontario, Canada M1W 2K4

electronic



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PROGRAMMARIE

immortality again, because it's time to vote on admission to THE ELECTRONIC GAMING HALL OF FAME

A good lovstick controller can add precious points to your scores. Here's a consumer's eye-new of the latest and prostest JOYSTICK UPDATE





NEXT ISSUE



GUIDE TO SCIENCE



market crammed with games? It al-A VISIT

TO G.A.M.E.S. If you love chess but can't always

find an opponent of comparable ability, what you need is



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Winning at 'Wizard of Wor'and 'Gorf'. By John Madden.



In our first Challenge of Champions, Ray Johnson of Los Angeles defeated Tony Sarkis of New York and David Haves, a student at Cal Tech. defeated Brian Anderson, a student at MIT

As the sportscaster for CBS Video Games, I get a chance to watch some of the best players in the country in the "Challenge of Champions" Here's some of their winning strategies.

Tizard of Wor™: You start with three worners. The object of this game is to defeat the Wizard, his henchmen and



Here's an interesting move you might want to try Get out



into the maze fast, zip out of the escape door, come back in through the opposite side. If you're quick enough, you'll be in perfect position to blitz your opponent's three worriors before they can score any points. The ultimate shutout Another variation is to work

together Make a pact not to hit each other (accidents do happen, of course) and go for the record score 99,500 by Frank Merollo (10/82) and Buz Pryzby (8/82)

> 'These are two tough games, but I know you're up to the challenge:

orf™ is four boards in one game. Your father will enjoy this game. because with a little luck, he'll be able to go through the four boards











a couple of times, but after the third level it starts to get faster and faster That's when you separate the players from the parents. You start out aggressively and after 10,000 points the bombs and torpedoes start to come hot and heavy so be prepared to change to a detensive game plan The record high score is still 32,700 by Horace Eckerstrom (9/82), which gives you some idea of how hard this game is

Both Wizard of Wor and Gorf are really tough, but I know you're up to

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CBS Video Games



By ARNIE KATZ

few issues back. I sounded off about something referred to as the Electronic Gamers' Bill of Rights. I'm happy to say it got a strong positive reaction from readers and representatives of the industry alike A few folks did raise one

question, though. They pointed out that although I set some fairly stringent guidelines for manufacturers and retailers. I had said nothing about the electronic gaming press.

They have a point. In fact, I believe that the people who create the magazines and books about our hobby have especially serious obligations to the arcading public. That's why one of the first things we did at Reese Publishing Company when we started Electronic Games was to establish the principles under which we intended to operate.

It would be presumptuous of me to dictate standards to my journalistic colleagues. but I can speak authoritatively about the way we here at EG see our responsibilities to you. Call it our Pledge to the Readers:

1. Electronic Games magazine will carry no advertising for firearms, alcoholic beverages or any other product or service which is not appropriate for our family readership with its large segment of readers under 21 years of

2. Electronic Games will not accept advertising for a home videogame cartridge, computer game, stand-alone device or coin-op which is, in the judgement of its editorial board, offensive.

3. Electronic Games will not publish an advertisement containing sexually explicit written or illustrative material.

4. Electronic Games will neither review nor recommend for purchase any electronic gaming hardware or software that has not been thoroughly tested by an EG editor. You will never read a "review" compiled from a press release in this magazine

5. The editors of Electronic Games pledge to review every item fairly and obiectively, giving no favor or preference to any company or individuals.

Electronic Games will accept a consulting fee or other service payment from any electronic game-related enterprise. nor may they hold stock or other financial interest in any concern whose products they must review in the pages of the magazine.

Many of the policies outlined in the pledge are an outgrowth of rules already in effect at Reese at the time of this magazine's founding. Others are newly developed to deal with situations which are exclusive to this field. All of them have caused a few scary moments - and prompted us to exercise a bit of self-restraint at times but we feel they are necessary if Flectronic Games is to remain the heartbeat of the hobby, a reliable and truthful source of accurate information about the world of electronic entertainment

The fast-growing nature of our hobby makes it necessary to constantly develop new standards and policies in order to deal with the most rapidly-changing pastime in history - electronic gaming!

6. No full-time employee of Constive Concepts Los Angeles 6215 Rustling Oaks Drive Agours, CA 91301

235 Park Avenue Soo New York, NY 10001 2121 777 0800 Arivagton Heights, JL 60004

Heary & Cober Strategy Editor ntributing Ed Ross Charte

Captan Striv

(372) 198 2032 Joseph Mucogrosso

See Accepted

Publisher

Ray Lago David Prestone Mark & Stephane Gerber







MS. PIGGY

Atar has combined talents with the Children's Computer Workshop, a subsidiary of Children's Television Workshop, to produce carts for both the VCS and 5200. The folks over at the Workshop responsible for such popular kideo shows as Sesame Street and Electric

such popular kideo shows as Sesame Street and Electric Company, are now teaching kids by providing them with "fun, informal learning opportunities," says Paul Firstenberg, President of the Children's Computer Workshop.

The child-tested, ageappropriate, discoveryoriented games will be designed to produce an "environment in which a child can learn educational skills while involved in a fun, colorful activity," according to Michael Moone, President of Atar's Consumer Electronics

The jointly-created games by Atari and CTW will be released shortly, in mid-'83, and will star "Kermie and the gang".



JOURNEY ESCAPES INTO

Data Age, the VCS-compatible software producer, has just become the first company to combine the world of videogames with the Rock and Roll universe by signing American supergroup Journey to an exclusive contract. (Interestingly, Journey records for CBS Records, who also a videogame subsidiary.)

The newly-created Data

Age design team has created a state-of-the-art contest in which arcaders must safely except, via joystick, the band's five members through hoardes of groupies, greedy promoters, photographers and agents But fear not, helpful roadies turn up periodically to help the harried rockers to their escape vehicle — a rocket ship based on the group's scarab logo. Using the VCS's audio Using the VCS's audio

capabilities to their fullest, the

group's music will play as background accompaniment. Moreover, Data Age hopes to be the first home videogame company to sell one of their



titles to the coin-op world, where the extended graphic and sound capabilities could turn an exciting game into an explosion.





COMMAND CONTROL

Arcade challenge. accuracy, precision, speed, durability, quality, d excitement



COMMAVID RELEASES TWO MORE

Commavid has released two more Atari-VCS compatible games.

Mission Omega strands you on a dying Earth, and requires you to fly to an artificial world built to rescue our planet's population and supplies. Mines of Minos asks the arcader to pilot the last remaining robot through mazelike mine corridors. There, he's stalked by aliens as he struggles to reassemble pieces of other robots to form his own squad of fighters, and disperse all aliens from the mine

CALL FOR MS. PAC-MAN

Now videogamers will be just a phone call away from a selection of VCS-compatible cartridges, once they subscribe to GameLine - an over-the-phone service that expects to be going full-blast by mid- '83.

Players initially buy a special "Command Module" cart (about \$39.95), plug it into an Atan VCS and connect it to a working telephone. Upon registering, the new member can down-load one of the 30 games available each month, for play sessions lasting about

40 minutes each, at a cost of The roster of games rotates

each month and is scheduled to include pre-release carts from major game publishers. The two-way system makes possible the most extensive prize contests ever, in which a good percentage of Gameine subscribers will win everything from T-shirts to college scholarships

The initial shipment of "Command Modules" are available to EG readers only in a charter-member subscription offer, followed by a rapid expansion of the phonegames in mid-'83





CHANGE NAME The Supercharger, the

RAM cart that increases the graphic resolution capabilities of the Atari VCS, is manufactured by a company



FIREBALL



called Arcadia. At the same time. Emerson has released a new videogame system called

the Arcadia 2001 Sounds confusing, you say? Well, Emerson agreed,

and so Arcadia is now being called "Starpath". (Since the Emerson Arcadia 2001 made its way onto retail shelves before the Supercharger, the Emerson team has squatter's rights to the much sought after name. Starpath, by the way, is

releasing a slew of new titles including a D&D-style special. Dragonstomper.

DESIGN YOUR OWN GAME! Broderbund Software has created The Arcade Machine to guide you, step by step.

through the design of a computer arcade-style game. Even if you don't know how to program, Broderbund still promises you'll be able to animate full-color monsters as well as create dramatic explosions and sound effects. Your completed games will contain automatic sconng, a colorful title page, one or two player options and 'fast and smooth arcade-style animation". The disk works with the 48K Apple II Plus Give it a try: this just may

be what you would-be gamemakers are looking for



DAN SONNET THOUGHT HE COULD TAKE THE HEAT.





What's the matter, Dan? Having a little trouble keeping up with Imagics" new game Dragonfire"? But we thought you were so

tough, so cool. We never thought an expert

like you would have so much trouble sneaking over the drawbridge to the castle.

Just look at you jumping and ducking and dodging that Dragonfire. Why, if we didn't know better,

we'd say you were scared out of your pantaloons.

Well, surprise, surprise. You made it inside the castle. Let's see how fast you can swipe that treasure before you get hit by the dragon's fireballs.

Ouch!!! Ooooch!! Aghhh!! Shame on you! At this rate, Dan,

you're not even going to make it past the first level. You should know by now that

Dragonfire and all Imagic games are created by experts for experts.

ior experts.
And frankly, Danny
boy, you just don't
aualify.



Created by experts for experts

@1992 Impatic Inc

or Atom" 2600" and Intellivision" Systems

THE NATIONAL VANITY BOARD Today's Top Coin-op Scores

Electronic Games is proud to announce the creation of the National Vannty Board to identify and honor the nation's arcade aces. Just as the National Home Arcade (set to debut next month) salutes the achievements of the iords and ladies of livingroom gaming, the National Vantys Board will monitor the triumphs of the kings and queens of the conn-op videogaming world.

Ge will update the listings each month based on information provided by game manufacturers, recard operators and, most importantly, our hundreds of thousands of readers. If you or one of your buddies rewrites the record book for the most popular commercial arcade machines, getting the proper recognition for the new chamn is a seava so following these three steps:

1. Set the record.

 Show the arcade manager on duty your record score and have him (or her) sign the proper portion of the report form—copies or facsimiles are fine.

 Mail your score report to: Electronic Games, 235 Park Avenue South, Sorth Floor, New York, N.Y. 10003. Score Report Form (Name of Player (Please Print)

Diaver's Address

Name of Game

Score ______ Name of Arcade

Arcade Address __

Arcade Operator's Signature

- Here Are the Arcaders to Beat! -

Battlezone (Atari) Phoenix (Centuri)
Dennis Hranitzky Darnel Stephens
Grapevine, TX Piqua, OH
Record: 9,600,500 Record: 585,778

Missile Command (Atari)
Joe Fernandes
Arteus, CA
Record: 52,246,260
Record: 52,246,260

Centipede (Atari) Gorf (Midway)
Darren Olson Jim Hart
Calgary, Canada Record: 15,207,353 Record: 1,237,500

Star Castle (Cinematronics)
Jack Haddad, Tony Garza
San Jose, CA
Record: 12,536,960

Star Castle (Cinematronics)
Dig-Dug (Attri)
Dwynne Lindsey
Action (Cinematronics)
Dwynne Lindsey
Record: 3,499,010

Craxy Climber (Nichibutsu)

Jim Winght
Lake Onon, MI
Record: 487.150

Record: 863.500

Perioder (Williams)
Marvin Norton
Safford, AZ
Record: 493,357.750
Record: 193,357.750
Record: 193,4777

Pac-Mam (Midway)
Dave Marsden
Santo, TX
Record: 14,880,210
Record: 507,230

Galaga (Midway) Jack Pardo Lansing, MI Record: 5,102,380 Omega Race (Midway) Rick Klin Hamilton, MT Record: 1,779,300

Stargate (Williams) Mike McCrary Albuquerque, NM Record. 64,830,268

Robotron (Williams) Steve Harns Gladstone, MO Record: 115,935,000



Tempest (Atari) Eric Clayberg Fredencksburg, VA Record: 1,697,634

Vanguard (Centuri) P.W. Gunter Dilwyn, VA Record: 1,045,610

Wizard of Wor (Midway) Johnny Thatch Manetta, GA Record: 398,000 Zaxxon (Sega/Gremlin) 8arry 8egos Coventry, RI Record: 1,148,900

Tron (Midway) John Carver Holly Hill, FL Record: 1,554,836

Solar Fox (Midway) Rick McClelan Columbus, OH Record: 221,110

> Third (Pacific Novelty) John Carver Holly Hill, FL Record: 389,890 Mick-Mam (Midway) Such Turkshey

Mantov Springs, CO Record: 4,429,555 Kangaroo (Atari) Francis Haggerty Cresskill, NJ Record: 162,400

Looping (Venture Line) Bruce Soulden Frankfort, IN Record: 449.500

Space Firebird (Sega/Gremlin) 8obby Henderson 8elle Chasse, LA Record: 128.520

Seramble (Stem)

Cliffside Park, NJ

Record: 8.410.500

Jason Itzler



* THE NATIONAL *

THE BEST SCORES FOR POPULAR VIDEOGAMES

Photos of readers' best scores are really pouring into the offices of Electronic Games, and the competition among the land's areade aces is even keener than expected. There are plenty of top players out there, and the rankings listed here show that they're hitting the joystick hot and heavy in a bid for national recognition

The scores tabulated here reflect the first group of games which the editors of EG selected to kick off this continuing compilation of home videogaming records. We'll be adding more games and updating their scores each month, a few at a time, until we're covering most of what's hot.

To have your gaming achievements recognized in the National Arcade Scoreboard, all you've got to do is follow a few simple rules:

- 1. Every score must be accompanied by a photograph of the TV screen showing the score. These photos do not have to be of publishable quality, just readable by our udges.
- 2. All photographs received become the property of Electronic Games and none can be returned
- Be sure to include your complete name and address. (We will print only the name and city in the magazine, but we may want to contact high scorers for helpful gaming hints.)

Games currently eligible

for the National Arcade Scoreboard are

- * UFO (Odyssey) Game #1
- * Asteroids (Atari VCS) Game #6
- * Grand Prix (Activision) Game #4
- * USAC Auto Racing (Mattel) Course #1
- * Spacechase (Apollo) Game #1
- * Defender (Atari VCS) Game #1
- * Space Hawk (Mattel) Game #1
- (auto-fire, if desired)

THE HONOR ROLL UFO/Odyssey/Odyssey ³/Game #1

- 1. 1.636 Lee Raymond, no address given
- 2. 1.575 Jim Peterson, Farmington Hills, MI 3. 1.461 - Marlon Burns, Chicago, IL
- Asteroids/Atari/Atari VCS/Game #6
- 1. 199,990 Ed Semrad, Waukesha, WI 195,310 — Bob Clarke, Raone, WI
- 3. 129,460 Bob Prindle, Ene, PA
- Grand Prix/Activision/Atari VCS/Course #4 1. 1:35:68 - Mike Ratiedge, Charleston, SC 2. 1:36:73 - Ed Semrad, Waukesha, IL 3. 1:37:03 - Isaias Banegas, New York, NY

USAC Auto Racing/

- Mattel/Intellivision/Course #1 1. 2:52 - Ken Barley, Canby, OR
- 2. 2:55 Jerry Kurfess Jr. Jackson, MI 3. 2:55 - Bob Allen, Sarasota, FL
- Spacechase/Apollo/Atari VCS/Game #1 185.075 - Tom Garga Whittier, CA
- 93,300 Ed Semrad, Waukesha, WI 45,500 Adam Krlic, Medford Lakes, NJ
- Defender/Atari/Atari VCS
- 4,717,850 Ed Semrad, Waukesha, WI
 4,183,500 Charles Own Jr., Little Rock, AR
- 3. 2,002,850 Art Childs, Gaylor, MI Space Hawk/Mattel/Intellivision
- 1. 10,142,040 Luc Labelle, Manitoba, Canada 5,130,660 - Steve Connelly, Boone, NC
- 3.515.560 C.R. Murtha, St. Petersburg, FL





Why let some good times slip through your fingers?

Corner the latest Synapse Software games at your local computer store.









Available in disk, cassette, and cartridge for the Atari 400/800 computers.

Other titles soon available for the VIC 64, IBM-PC and the TI 99/4.

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ynapse

Richmond, CA 94804



efferson Services, Inc. (Bus Lines)

GAMES HOP ON THE BUS

Gaming enthusiasts making tracks through Minneanolis. MN will definitely want to bus it, thanks to an independently-run busline that's now operating there.

Based in the Minnesota city with routes southward. Jefferson Lines, Inc. has pulled out the rear seats on some of their commuter buses, and replaced them - but of course! - with Pac-Man games!

11

12

14



Daniel Prins, President of Jefferson Lines Inc., explains that he'll try just about anything to keep his customer's patronage. "People just love the game-equipped vehicles," notes Prins. "Right now, I'm grappling with the question of whether to continue with Pac-Man on the buses, or take my six-year old son's advice and go with Donkey Kong!

Keep on truckin' Mr. Prins!

ACTV ROLLS

INTEL CARTS The first Intellivision-compatible cartridges from the team over at ACTV have just hit the shelves, much

to our delight. New arrivals, which by the way are a bundle of fun, bring Pitfall, a jungle adventure designed by Steve Crane and a calf-roping extravaganza, Stampede by 8ob Whitehead, to the Intellivision-owning community for

E.G. READERS PICK THEIR FAVORITE GAMES

Most Popular Videogame Cartridges

sit	
	Manufa
	Activision
	Coleco
	Coleco
	Mattel
	Imagic
	Parker Bro
	Mattel
	Coleco
	Atari
	Atari
	Atari
	Coleco
	Odyssey
	Activision
	Mattel

Most Popular Computer Programs

This Month	Last	Game	System	Manufach
			•	
1	1	Star Raiders	Atari 400/800	Atari
2	3	Pac-Man	Atari 400/800	Atari
3	2	Castle Wolfenstein	Apple II	Muse
4	4	Jawbreaker	Atari 400/800	Sierra On-Lir
5	_	Chopafter	Apple II	8roderbund
6	_	David's		
		Midnight Magic	Apple II	Broderbund
7	5	Missile Command	Atari 400/800	Atari
8	6	Centipede	Atari 400/800	Atari
9	8	Wizardry	Apple II	Sir-Tech
10	_	8andits	Apple II	Sirius

☆ Most Popular Coin-Op Videogames ☆

Pos	ition	•	_
This Month	Last Month	Game	Manufac
1	1	Donkey Kong	Nintendo
2	2	Tron	Midway
3	6	Zaxxon	Sega
4	3	Ms. Pac-Man	Midway
5	7	Dig-Dug	Atari
6	5	Robotron	Williams
7	7	Jungle Hunt	Taito
8	_	Tutankham	Stern
9		Joust	Williams
10		Donkey Kong Ir	Taito

Readers Choose Top Games

Since mere quantity of play doesn't necessarily equal actual popularity, Electronic Games bases its standings on the votes of its readers. These lists of most popular games are based on the more than 1000 Reader Polls. We update the "picked hits" lists in every issue of Electronic Games. So send in your votes!

"ONE OF THE TOP TWENTY HOME VIDEO
GAMES. THE MORE I
PLAYED IT, THE MORE ADDICTED I BECAME."
KEN USTON. BEST SELLING AUTHOR

"ASTOUNDING GAME PLAT.
WILL GIVE EVEN THE EXPERTS A RUN
FOR THEIR MONEY." JEFF
ROVIN, FDITOR, VIDEOGAMING MAGAZINI

ROVIN, EDITOR, VIDEOGAMING MAGAZINE

"ONE OF THE MOST SUCCESSFUL COMPUTED

SOFTWARE ADAPTIONS EVER SEEN ON THE ATARI VCS"." BILL KUNKEL, EXECUTIVI EDITOR, ELECTRONIC GAMES MAGAZINE

"THIS MULTI/SCREEN INVASION GAME
DRESSES UP ITS THRILLING ACTION WITH EYE
CATCHING GRAPHICS." ARNIE KATZ, EDITOR
ELECTRONIC GAMES MAGAZINE

WE COULDN'T HAVE SAID IT BETTER.

Blowing your own horn is one thing. But when unbiased, independent editors and writers tell their readers how terrific a video game is, you can believe it. Because they've seen them all and played them all. They know what they're talking about.

And Threshold," designed by Warren Schwader, is one game they're all talking about.

When you assume the controls of Threshold (a Tiger vision video game designed for the Atari* VCS* system), you become commander of a space



attack ship exploring the galaxy. But be prepared to fight. Because you're about to be attacked by up to 12 different enemy forces, bent on blowing you into never, never land.

If you're to survive the onslaught, your reactions must be split second, your strategies flawless, and your will to win enormous.

And you're also going to love the other great Tigervision games: King Kong and Jawbreaker.

Get your hands on those controls and you may never let go.

For use with the Atari" Video Computer System"

TIGE VISION 5

Division of Tiger Electronic Toys, Inc., thard, Mandelens, Illinois 80/69, Telephone, (202) 949-8109.

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Attan* and Video Computer System**are trademarks of Attan Inc.



PAC-TAPESTRY!

At a time when there is so much talk about at and science crossing over, we thought you would be interested in knowing about an extraordinary tapestry entitled "Intarivasion" by Sheila O'Hara.

This monumental tapestry has already attracted a lot of attention and shows how quickly Pac-Man has entered history!

Dominique G. Mazeaud

Modern Master Tapestries, Inc. Director

Ed: Well, we may not know about fine art, Dominique, but we certainly know what we like — and this tapestry is magnificent. Readers wishing to inquire about this or other works from MMT Inc., can reach them at: 11 E-57th St. New York Gtv, NY 10022.





In your October issue I read your article on "How to Cheat at Video-games" and I've got a few more to add to your collection.

In Parker Brothers' VCS version of Frogger, your points for forward progress do not always register. Other



player's favor, awarding more points than it should have. This generally happens when the replay is triggered by hitting the reset switch on the console, as opposed to pressing the joy-stick's action button. So if you're in the middle of a game and want to start over, turn the VCS off, then on and hit he action button rather than the replay switch — unless you like unusual point tabulation.

times, the scoring is erratic in the

Also, the timer on Atari's Night Driver is similar to the one in Superman. A little experimentation will allow you to start the countdown up to several seconds after play commences.

mences, which is a state of the control of the cont



Sheila O'Hara expresses her interpretation of "Intarivasion

Arthurs Arthurs Action The SCROLL and Claim Camelot's Crown!

RETURN THE SCROLL and claim Camelot's Crown!
King Arthur has made you his heir.
But, gallant knight, to prove
your worth, you must first
journey forth
AND DEFY ALL PERILS!

AND DEFY ALL PERILS! Slay dragons; bargain with wizards; explore magic kingdoms and enchanted forests;

and enchanted forests; defeat the evil of Mordred... FIND AND RETURN TO ARTHUR

THE SCROLL OF TRUTH!
KING ARTHUR'S HEIR, designed by
Marc Russell Benioff,
Offers...

- Both Puzzle-Solving
 & Role-Playing Intrigue!
 Superb Graphics, Sound,
- & Color Animation!

 Hours of Challenging Heroics
- ATARI 400/800 with 40K & Disk Drive or with 16K & Cassette Recorder
- or with 16K & Cassette Recorder
 One Player & Joystick Controller
 Comes with...
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HALL OF GAME Will Your Favorite Game Get Elected?

By THE EDITORS OF ELECTRONIC GAMES

mmortality is waiting for two outstanding videogames. Which ones? Ah, but that's the question which the electronic gamers of America must answer by voting in the annual Videogame Hall of Fame Election. Even a forward-looking hobby like electronic gaming

should not neglect its own illustrious past. That's why Electronic Games magazine decided, last year, to establish a continuing monument to the best videogames ever created — the Videogame Hall of Fame.

Currently running within the select circle are Pong (Atari), Space Invaders (Taito), Asteroids (Atari), Pac-Man (Namco/Midway), Quest for the Rings (Odyssey), Major League Baseball (Mattel), Defender (Williams) and Star Raiders (Atari). That number will be increased by two games as a result of this year's election.

All you've got to do to participate is fill out the voting coupon below and mail it to Electronic Games. The two videogame cartridges, coin-op machines or micro-computer game programs that corral the greatest number of votes will be installed in the Hall of Fame.

In the most recent voting, some of the titles which barely missed election included Tempest (Atlan), Donkey Kong (Nintendo), K.C. Munchkin (Odyssey), Astrosmash (Mattel) and Demon Attack (Imagic). Will his bet year that one or more of these contenders makes the grade? Or will other super-games ride to glory on a wave of public support? The answer is up to you; Votel

Rules for Voting for the Videogame Hall of Fame

- Any knowledgeable electronic gamer is eligible to vote.
 Only one nomination shall be made by any one
- person.

 3. Any commercially published programmable
- 3. Any commercially published programmable videogame cartridge, coin-operated electronic game or microcomputer game software program is eligible for nomination
- 4. All nominations must be received on the ballot included in Electronic Games magazine. A copy or facsimile is perfectly acceptable, if you do not wish to deface your copy of the magazine.
- The deadline for nominations for the 1982 Videogame Hall of Fame Election is April 1, 1983.
 All ballots should be sent to: Electronic Games, Hall of
- Fame, 235 Park Avenue South, Sixth Floor, New York, NY 10003. Ballots received become the property of Electronic Games magazine and none can be returned.

 Sounds simple? It is. The two games which receive the

highest number of nominations will be inducted into the Videogame Hall of Fame. A complete report of the voting, along with some selected comments from readers about the games will appear in the September, 1983 issue of Electronic Games magazine.

	n for inclusion in the Videogam		
The main reaso	I feel this game merits such an	honor is:	
Address			





When some future historian compiles a list of the really important videogames, look for Defender to appear in a place of honor at or near the top of the roll. With the exception of Pac-Man, no game has exerted a stronger effect on commercial amusement centers over such a long period of time

The reason is crystal clear to anyone who has ever staked a quarter on this machine. Defender features the type of thrill-a-minute action that has made the scrolling shoot-out — the genre it pioneered so successfully — one of the most popular play-formats ever incorporated into an electronic game

Defender is markedly different from the games which preceded it on the coin-op sales chart. Rather than repeating the same action over and over, this game is a mini-adventure with the clearly defined goal of saving the survivors of a planet-wide attack

And when you've achieved that objective, you know you've really done something. Defender is the most difficult of the super-popular coin-ops.



Star Raiders (Atari)

Everyone talks about the tremendous pace of innovation in the computer field, yet here's a game that has remained virtually as fresh and stimulating as the day Atan shipped its first cartridges to the retail stores. Star Raiders is a beautifully executed Trek-type game that immediately made all other programs in the same general classification obsolete.

The first thing everyone notices about this program for the Atari 400/800 computer systems is the riveting visuals, Star Raiders, however, is much more than just another pretty face. With its multitude of strategic and tactical options, this science fiction classic can keep several computer-gamers happily flying along the spacelanes for hours on end.

Yet Star Raiders is more than "just" a great game. It also has its share of historical importance. Its introduction sent shock waves throughout the electronic gaming world, serving notice that computer programs would no longer take a back seat to programmable cartridges in graphic excellence or action-oriented play.

diff. Of diff.





(Atari)

The doubters said there was no future in the coin operated arcades for the new-fangled videogames. Pong proved them wrong. This ultra-simple version of video tennis, designed by Atari founder Nolan Bushnell, proved incredibly fascinating to a pinball-weary public when placed in tavems and other such establishments.

Pong may look crude to us today, in 1982, but the concepts it introduced were bold and original a decade ago. The idea of moving a vertically mobile on-screen bat with a paddle controller formed the basis for hundreds

of subsequent videogames

Pong is also worthy of inclusion in the Videogame Hall of Fame because of the entertainment revolution it embodies. Before Pong, videogames could not really have been said to seiss! Its populantly oppend the door to the introduction of more and more videogames, eventually leading to the populantly of soft games both at home and in commercial amusement centers. And make no mistake, it was the arwal on the scene of videogames that transformed the arcades from seedy, ill-lift does into the confortable family centerfainment centers of 10 day.

(Taito)

Space Invaders, invented in 1978, proved the biggest

arrival from the Orient since Godzilla. It broke the ball-and-paddle game mold forever by offering arcaders an incredible new kind of action — a target game in which the targets could and did fire back! Space Invaders introduced a play-mechanic that is still

"Space invased in linculated a playmeter limit, than is slike the proposal time videogame world. The class of the leader my proposal time videogame, world and the beautiful proposal time videogames, from Centipade to Sneakers. And, Space Invaders is the most referred to Sneakers. And, Space Invaders is the most referred to Sneakers. And, Space Invaders is the most referred to sneakers. And should be a readed in America and not find at least one example of the invasion game genre spawned by this landmark title.

Space Invaders, itself, has proven irresistibly popular in every possible electronic game format. Its fans can enjoy the struggle to defeat the marching alien horde by playing Space Invaders as a hand-held, a tabletop unit, a home videogame, a microcomputer program, a coin-op machine or even as a watch or a pocket calculator. Space Invaders has penetrated the fabric of our society.

22 Flectronic Garnes

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Asteroids

(Atari)

When Asteroids supplanted Space Invaders at the top of the coin-op popularity chart in 1980, it signalled the dawn of a new era of creativity within the world of videogames. Space Invaders broke the old restraints, but the highly patterned nature of its play-mechanic threatened to set up a new set of rules that would've proven very nearly as restrictive. By departing so completely from the Space Invaders success formula of the horizontally mobile cannon firing upward at advancing targets, Asteroids showed manufacturers that electronic garners were appreciative of new ideas and didn't want endless rehashes of the same game

The speed and unpredictability of Asteroids has made it a classic in its original quadrascan arcade configuration. The game has also proven a winner as a hand-held, a microcomputer program and a home programmable videogame. Succeeded in the market by the current Asteroids Deluxe, the original version is still seen here and there, one of the sternest challenges to the ability and stamina of coin-oppers.

Americans aren't the only ones who love Asteroids. An Atari tournament held in 1981 drew entrants from many foreign nations anxious to show their prowess.

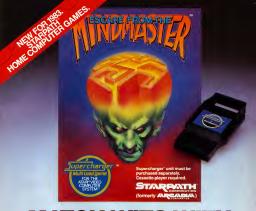
Pac-Man didn't introduce the idea of a maze or even use it for the first time in an electronic game. What this mega-hit did do was incorporate the strategic possibilities suggested by a labyrinth into an overall scheme of play better than any electronic maze game ever designed.

The maze-chase format is as brilliant as it is simple. The idea of including point-scoring and a game of tag that go on simultaneously produces a richly complex contest that is, at the same time, one of the easiest of the major videogames to learn how to play.

Another reason to salute Pac-Man is that it is the game that, more than any other, has brought women into the arcade revolution. Its charming graphics, jolly tunes and generally light-hearted approach to gaming have provided an introduction to the hobby of electronic gaming for millions of female players who might not have bothered otherwise

Finally, Pac-Man is the game which proved conclusively to all but the most thick-headed that there's more to videogames than a simple challenge to hand-eye coordination. The many words Pac-Man has generated about its near-mystical patterns have proved that the arcading challenge is mental as well as physical.

24 Electronic Garses



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Quest for the Rings

(Odyssey²)

Sometimes a game is more important for historical reasons. Other times, it's because it is simply a great game. Quest for the Rings is entering the Videogame Hall of Fame as a charter member because it is both of these things.

It is certainly of seminal importance in the history of videogemes. For the lists time, a single design blood videogemes for the list time, a single design blood elements of both the boardgame and the videogame in one title. By taking some of the burden for movement and record-keeping off the computer and assigning it to the human participants, designers swettl and cleher create contest with much more scope and depth than the typical videogame cartridge.

Yet Quest for the Rings also shines as a game. Its clever arrangement, whereby the two human players must team up to accomplish the common goal of collecting all the rings instead of competing against each other gives this a decidedly different flavor.

Even the instruction manual for Quest is noteworthy. It sets forth the rules and nuances so clearly, that a game that could've seemed forbiddingly complex is instead easy to learn and play. A thumph of the first magnitude.

Major League Baseball (Mattel)

Major League Baseball has been widely acclaimed as the finest videogame sports cartridge ever produced, and nghtly so. No other program for a programmable home arcade system — or for the current generation of microcomputers for that matter — so successfully captures the essence of the National Pastime.

Every important phase of real-life baseball is reflected in this stunning design. Gamers have come to expect a detailed pricting routine in electronic baseball games, but the inclusion of finely detailed fielding, running and hitmig in the same cartridge is a feat no other simulator of sporting events has yet proved able to too.

And then there is the eye-pooping graphic treatment. Major League Baseball broke exciting new ground with its high-resolution visuals when it first reached market as one of the original cartridge releases for the then-new intellivision system. It has rarely, if ever, been surpassed since. That's quite a feat in a field in which technology seems to make breakthroughs once an hour.

Major League Baseball belongs in the Videogame Hall of Fame because it is, quite simply, the best of its type. Play ball!

26 Siectronic Garnes



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The Latest on Deluxe Home Sticks

everal issues ago EG presented an overview of the first explosion in the deluxe-controller market. Using the power of hindsight, it is obvious that what we took to be the explosion was merely the initial flash of blinding light that precedes the actual blast. Since that original feature ("Better Control for Your Games", EG, September) appeared, more control consoles, tracballs, top-mounted firing joysticks, leaf-switch sticks, potentiometer sticks and even microswitch joysticks have surfaced on retailers' shelves than an arcader could shake a well, a stick at!

So overwhelming is the current flood of controllers, in fact, that we are covering them in shifts. This first half of our opus on videogane controllers will cover joysticks exclusively, while the second half will cover the more outer controllers and peripherals — everything from the Wico traball to a mine-sld vCS cartridge holder with a blank: "feeder" cassette that remains in the game slot while the player dials

the title desired

Right now, though, the subject is joysticks. Lots and lots of joysticks. The most immediately intriguing of the lot, however, are the Remote-Control joysticks from Cynex. The wireless joystick has been a taunting dream for many gamers, especially since Atari announced such a system over a year ago, whetting the appetites of multi-system owners and allpurpose klutzes. Alas, the Sunnyvale folks abandoned the idea just before the release date because of technical problems. Response time of the new controllers - which were configured to serve both stick and paddle functions - was reportedly too slow, and

the project was shelved.
The Cynex product doesn't have a
double duty joystet/paddle — in fact,
the main problem with these sides is
the main problem with these sides is
shelved to the proper of the property
system uses a battery which is placed
within a receiver box attached to the
standard joystick input on your Ataricompatible system. This black box has
an arterna botted to its rear which is
stick's lignal-ieranding aeraik can easily
be pointed in its general direction.









to 20 feet, response was good, and, dependent upon the layout of the room(s), the signal can travel over 50 feet

The downside involves two things: construction and cost. The standard Atari joystick is not exactly everyone's favorite. It breaks easily and loosens quickly. The Cynex version has all the drawbacks of the original, and the incredible multi-inch thickness makes it virtually impossible for children. women or even men with small hands to reach around and hit the action button. Of course, repair kits for the Atari stick are obtainable through companies such as Screensonics. The other problem is price: \$90 is a pretty heavy asking price for a pair of joysticks, even if they are remote control.

The upside comes down to this: they do work, and, as of this writing, they're the only game in town. Next come the popular new top-

mounted grip controllers. Wico's super-duper version of their standard bat-style stick (with optional top and base-mounted firing buttons) is a true beauty, but it's also a big son of a gun. Playing with this stick pretty much means placing it on the floor in a stationary position and working from there.

For those who like stationary sticks and grip style sticks, the Spectrastick, from Spectravision, is a nice item that comes with four suction cup feet.

Best buy in the top-mounted category, however, goes to Discwasher's Pointmaster, which retails for about \$16 or less and provides a nice alternative to the standard Atari joystick at about the same price. Though allplastic, the controllers are pretty durable and provide a nice, easy feel when moved about. Our only gripe with the Pointmaster, in fact, may be considered a boon to other arcaders. The top-mounted firing button was designed to make you the fastest shot in gameland, since it can fire at about twice the speed of most sticks. The problem is that there is no audio or tactile response to the triggering action. You press the thing but there's no click, or feeling of having depressed anything. If this lack of physical response doesn't bother you, you should be delighted with this bargainpriced entry.

Most gamers prefer different types of joysticks for different games. Some like their action very tight, almost immobile, while others may prefer a loosie-goosie stick that gives them lots of play. It all depends on the games. For maze chases which require fast cornering, most players opt for the loose, flexible joystick. In this department, a dark horse came away with the blue ribbon. The Supr Stick, from D-Zyne Video Products (Waterford, CT) is the only stick on the market to



Supr Stick-it uses micro-switches!

use actual micro-switches, which create an ease of play that will virtually astound you. For hard-to-manage ColecoVision games, such as Ladybug, this stick will prove a revelation. The distribution is just starting, and dealer inquiries are being welcomed, but even at \$39.95, this is a great joystick.

metal sticks, and Questar offers an attractive, similarly nob-topped joystick in a console-sized housing. This \$35 stick has left and right positioned action buttons and is one of the most attractive types of joystick controllers. The folks at Zircon have reen-

gineered the old "Channel F" stick. aftering the only drawback the controller possessed. The Fairchild controller was pistol-grip styled, with a free-moving triangle-shaped headpiece. This top could be used as a standard joystick or in paddle fashion by twisting it left and right. Problem: to fire, it was necessary to plunge down the entire top piece. The new Command Controller takes care of this gaffe by installing a front-mounted action button. The result is a nice, free-

moving joystick at a reasonable price. For fanciers of tight joysticks, however, we at EG have unearthed a pair of really tight sticks at bargainbasement prices — Suncom's twinentry into the tight-fingered sweepstakes brings the Starfighter (\$17) and the Slik Stick (\$10). The Starfighter uses a thick, column-like shaft and offers slight movement-control for games where more play is desired. The Slik Stik is a nob-topped controller that virtually does not move. There are eight dot-style directional pointers, set up from the central shaft, to indicate direction. This item carries a 90-day warranty, by the way, while the Starfighter is protected up to two years.

A final note to Intellivision owners: disc-haters rejoice! There are a group of new, easily available adapters that will instantly turn your disc into a joystick. If you like small shafts, the pawnshaped Skil-Stik is available at \$6 a pair from C&T Creations of Providence, RI. The Lasky Injoy-A-Stick seems to have temporarily gone into hyperspace, but the controller offers a nice long shaft that is as easily workable as the Lasky product. The price is \$8 for a pair and you can get them through the Jenco Home Entertainment Center of Staten Island, N.Y.

For the final chapter in this saga, however, you'll have to be here again next month - same time, same magazine. Aloha.







get after the marauders! Let the Krylons eat photon torpedoes, and rocket into action with STAR RAIDERS!

Don't play around with imitations. ATARI games are the real thing.



PROGRAMMABLE PARADE

Siege of the Sky-City! By ARNIE KATZ AND BILL KUNKEL

ZAXXON Coleco/ColecoVision

When Sega first premiered this space combat game in the family amusement centers, many players quickly established a powerful love/hate relationship with it. Zaxxon proved as frustratingly difficult to play as it was beautiful to look at. The most daunting hurdle was -

and is - the movement system. As you pilot your ship diagonally up the screen over the sky fortress with the fighter-plane control stick, it isn't always easy to tell where your craft is, in relation to other objects on the screen. The much-publicized tactic of

constantly firing the nose-mounted gun to outline the plane's flight path helps, but even this hint's useless during the outer space dogfight, which is sandwiched between the two sky-

fortress scenarios

Coleco's Zaxxon cartridge for its new "third wave" videogame system is outstanding in its own right, of course, and it will probably have the effect of further increasing the already substantial popularity of the Sega machine. The easiest of the four difficulty levels in the home edition pares Zaxxon down to its essentials, which gives the novice player the

opportunity to thoroughly learn the movement routine before progressing to the all-

The state of the s

out action found in the harder vercione

The inclusion of a simplified variation of the game is a lifesaver, since aerial acrobatics hold the key to Zax xon. The player must steer the fighter

through the niche in the wall of the

first sky fortress and shoot the oil storage tanks and other ground installations while avoiding homing missiles launched from underground silos and the low walls which frequently appear to block the plane's best lowaltitude route. And taking the groundskimming pathway is a must, because that's the only way you can hit the targets to score points. Flying high not only makes it impossible to hit anything below - you're commanding a fighter, not a bomber, remember but it leaves your ship a tempting target for these homing missiles.

located at the end of the second sky fortress, where he waits with a supermissile. If you hit this rocket two more times than the level at which the cartridge is being played - in other words, three times on level #1 -- you have destroyed Zaxxon (worth 5.000 points) and start all over again at a higher skill level. If Zaxxon fires the missile and hits your ship, you lose a life, but you can continue if you've still got planes in reserve. Once you've won your

pilot's wings, the best ap-

fortresses and get back down in time to sow destruction.

One innovation which the home edition has introduced is the robots. which make their appearance when the second fortress comes into view These hemispheres glide along the ground and fire at your oncoming plane, rather like oddly shaped tanks. When a pair of these line up one behind the other, it can take some



fancy shoot-and-dodge maneuvers to keep the action going.

Graphics in the home edition, while perhaps not as mind-blowing as the coin-op, are pretty incredible for a game you're playing on the family

television set. Zaxxon is a cartridge that exhausts superlatives. It's that good. It is, at least at this time, the very best home

videogame cartridge in the land. ADVANCED

Translating the elements of non-When E. Gary Gygax and Dave

PROGRAMMABLE mention a few compromises - to translate the D&D concept to electro-

as Dungeons & Dragons, they were

hoping to add a little zest to campaigns

involving tabletop battles using

medieval miniatures. In the process,

they created a totally new category of

recreation: the role assumption game.

nic gaming terms Has the company been successful? Those still waiting for the video quest that can compare to a round of authentic ungeons & Dragons moderated by a skilled dungeonmaster (referee) must maintain their vigil. The rest of us can revel in one of the finest action adventure cartridges vet produced for the home arcade market. Advanced Dungeons & Dragons is at least the equal of the best of the breed and certainly rates among the best cartridges yet provided for the Intellivision senior programmable videogame system. This program, like all electronic adventures which have preceded it, must gloss over the pure roleplaying aspects found inthe non-electronic adventure contests, but the exploration, combat and quest aspects

After the player selects one of the four difficulty levels, which range from sightseer to hero, the strategic movement map appears on this display. This terrain map shows the location of the expedition (indicated by three small squares arranged in a triangular shape) and physical features such as mountains, rivers and forests likely to interest the would-be adventurer.

are preserved intact for arcaders' en-

joyment.



ADVANCED DUNGEONS & DRAGONS

Brown mountains are impassable, rivers must be crossed by boat, a wall with gate requires the player to have a key and some ax-wielding is needed to clear passage through the forest. The cave complexes which are the focus of the action are found beneaththe brown mountains. When a party moves atop a blackmountain, it changes color to reflect both its contents and degree of difficulty. For instance, the gray cave systems are the easiest, but the only prizes they're likely to hold are quivers of arrows. In the purple caves, the hardest, you can find the key and arrows - if you can





Inside Reactor, you fry nutrinos! Bounce positron clusters! Knock out control rods! Shrink the reactor core! Drop decoys! Load the bonus chambers! But most of all, avoid the dreaded vortex! It's one game that demands everything vou've aot. And aets it.

Reactor, Parker Brothers' version of the intense arcade game. You can't help but get into it. For your Atari Video Computer System™ or Sears Video Arcade."

PARKER BROTHERS The ones to beat.

get past the monsters which guard them.

When your expedition lands on a colored mountain, the viewscreen shifts to a map of the cave complex, which comes in two sizes. Large ones are four rooms verifications are four rooms with two sizes, Large ones are four rooms with the views of the views ones have the same vertical dimension, but only half as many chambers horizontally. Each system is arranged as if it were on the surface of a sphere, so that walking far enough, using the to circle back to his or her starting point within the system of under-

ground rooms. Eight monsters of varying fearsomeness challenge the player during his journey to Cloudy Mountain. These range from the merely annoying bats all the way up to deadly winged dragons. Against these creatures, the players only defenses are a quick pair players only defenses are a quick pair tion begins with three arrows and must tion begins with three arrows and the defense of the players of the players only defense the cloud that the control of the players of the control of the control of the control of control control of control

found in each quiver.
Leaving a cave complex isn't nearly
as simple as entering. The warrior must
find the one exit, marked by a ladder,
and defeat the monster that blocks the
way before returning to play on the
strategic map. Cave complexes remain
clear for awhile, permitting the expedition to backtrack when necessity
but the program automatically restocks them. The last four mountains

PROGRAMMABLE SA

may have to fight a new generation of creatures in a system of caverns that your group has emptied once already. Advanced Dungeons & Dragons portrays all the exotement in attrac-



no doubt in the gamer's mind about exactly what is happening on the screen. Although the basic nules are fairly easy to learn, this is definitely a hard game to mastr, especially set in the upper solf settings. That means AD&D is one cartridge most players wort "use up" the first week they have it. The quest for the Cloudy Mountain is one adventure intellivision owners will enjoy playing over and over again.

SMITHEREENS

Odvssev/Odvssev This kideo (kid-video) artillery duel proved so successful when issued by North American Philips' European parent company that Odyssey has now published it for the American market as well. It pits two players against each other as rival commanders of big guns. Each weapon is pointed in the geneal direction of the other, but with an obstacle in-between that requires both sides to arc shots over intervening barriers in order to smash the opposing gun. Each gun is operated by a little on-screen robot, and flattening the metal man with a well-placed round causes him to temporarily retire from the battle. That gives the accurate marksman a few seconds to send a few salvos in the direction of the rival castle without worrying about incoming fire.

It takes several direct hits to completely demolish the enemy stronghold. The first player to accomplish this task wins the engagement. A series of engagements are strung together to make one, multi-round war.

var.
Timing is everything in Smithereens.
The longer you hold down the control.
The longer you hold down the control to the further the shell filles once you release it. After a few practice shots, most arcaders should be able to hit the other gun at least 75% of the time. Ed.
Therefore, believes that Smithereens will be of most interest to the youngest age group of games. Older grames. Older grames of the provided with the provided in the provided provided in the provided provided in the provided provided in the provided provid



younger ones entertained for some time. The cartridge even has an educational aspect, since it seems a particularly painless way for someone to learn about trajectories and other aspects of geometry and ballistics.

Smithereens is also one of the cartridges which is specially enhanced for use with the Voice of Odvssev's speech synthesis module. It works just fine without this add-on, but full sound includes the satisfying scream of hurtling sheels and the roar of high explosives blasting into a target. Graphics are standard-issue Odyssey³, which means fairly simple, but some-

how also quite charming. Smithereens won't turn the videogaming world upside down, but it is a well-produced action contest that should capture the fancy of many teenagers and pre-teeners - and hold it through hours of play.

JAWBREAKER

Tigervision/Atari VCS The original home computer versions of John Harris's classic Jawbreaker were great fun, delightful to lool at and listen to - and perilously close to being Pac-Man imitations. For this reason, when Tigervision asked the folks at On-Line to come up with a VCS-compatible version of their smash hit, they wanted something a little different

What they got was the most innovative variant on the

maze chase/gobble game ever developed.



Instead of moving through the traditional stationary maze, this is a horizontally-linear contest with lines moving, in parallel, back and forth across the screen. The hungry teeth, out to devour some candies as usual, can either move off the left or right edge of a line and then slide up or down the playfield, or the choppers can wait for



above or beneath them. The powerpellet styled "jawbreaker", however, only appears at the center of the maze, so frequent sojourns to the nexus of the field must be made if the teeth

wish to polish off the spinning smile-

faces and turn them blue. This linear maze movement is about twice as fast as previous versions and players will either become very facile at guiding those hungry chompers around the constantly-changing playfield or be in for a lot of very short games. But the real shock is this: this new version is actually better than the old one. It has provben so successful that the Atari and Apple II computer versions are being redesigned in this

same formatl Sound and graphics are state-of-the-art for the 2600, with the illusion of the spinning faces accomplished with even greater precision. True innovation brings us a classic game in a new format - and it turns out even better! Definitely recommended

Jawbreaker is a perfect example of designers with backgrounds exclusively in computer software - in this case, the rustic wizards from Coarsegold, Sierra-On-Line Computing taking to VCS game design like a fish to water. It is, in fact, now possible to design VCS games exclusively on an Apple II computer system.

As the computer designers enter the programmable fracas, it should prove interesting to see which of them adapts best to the strictures of the The Video Connection, the nation's leading chain of video specialty stores, with dealers in towns and cities coast to coast, brings to America the biggest and most exciting event in video...



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ould you have counter-attacked across the Suez Canal in the 1973 war as successfully as Israel General Sharon? With this new computer war game from Strategic Simulations, only you and your computer will know for

sure.

Southern Command, as a computer game, is a unique and exciting application of the graphic capabilities to the Apple II. As a war game, it is everything a simulation should be; acceptate without being boring, intellectual without being you over with charts and tables, and clear and concise in its layer. The fact that it is a war game which runs on a computer makes it even more of a special breed.

Since SSI began its computer war gaming line, the Apple II has always been the computer that the company has targeted. So it isn't surprising that

Tanks Roam the Desert in Southern

Command

By NEIL SHAPIRO

SSI is getting better and better at using the Apple to stage its battles.

You don't need an arader's uncanny reflexes to succeed at Southern Command. Neither do you have to be an anthematician able to leap 20 charts at a single bound. Rather, you have to be a meticulous master of strategy and tactics. Because the computer does most of the figuring, it's possible to open the box, turn on the computer and "boot" the disk with only a cursory look through the rules. Of course, a careful reading can save many a

The game map can be displayed whether gridded with hexagons of simply as a mixture of terrains. I gridded, the entire map is 39 by 29 hexes. The map takes in the entire western half of the Sinai peninsula, the Suez Canal, and a good hunk of Eastem Egypt (the lack of a published scale is one of the game's few faults). Because the game mechanics deal on a battalion level, two sizes of maps had to be included. The strategic map give an overview of the entire area as to terrain and units present (not their type), while the tactical display divide: the strategic map into twelve close-up

Each of these 12 views is one screen in size. Because of this unique method of mapping, SSI had to invent a new system of play. In the normal phase of the game (not during movement) the

Southern Command's grid-like graphics depicting desert terrain

hattalion





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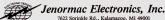
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player can control which part of the map appears on the tactical display. The 12 sections are numbered and lettered 1-9 and A-C. These sections may be called up individually, hitting S for Scroll Map and then 3 would, for instance, switch to a tactical view of screen three. Or the player can leisurely scroll north and south, east and west moving the map as if the screen were a small window looking out onto a large playing area

The factical map sections are very well-done in brilliant bi-resolution colors-the game can be displayed on a black-and-white monitor with a special command-which connote 12 types of terrain. Terrain types affect

movement costs and combat bonuses. During the Movement Phase, a player uses the keyboard to move a cursor (blinking box) around the screen so it points to the unit he wishes to move or examine. There is also an auto-move option which automatically switches the cursor from the unit just moved to the closest unit which may still be moved. At any time during this auto-move option, the player can still choose to leave a unit for later movement or completely return to manual control of the unit to be moved.

The Israeli player controls six types of units including tank, infantry, armored infantry and artillery battalions along with bridging engineers. The Egyptian (computer's role during solitaire play) must worry about his six types of units: infantry and mechanized infantry battalions, artillery and tank battalions and katushka (mobile artillery) battalions.

The unit's mode governs the number of movement points. A unit may expend on travel and there are eight different modes from defense and transportation to attack and reorganization. Changing from one mode to another also costs movement points. Combat, which takes

movement whenever a unit enters an enemy's zone of control (in most cases the enemy's six surrounding hexes), affects both strength and the future movement capabilities of both defender and aggressor. The calculation of a typical combat resolution is quite complete as it takes into account strengths, terrain, adjacent units, type of units, mode of units, efficiency of units, artillery and airstrike capabilities.

and a random factor. At this point, three cheers for the computer! A boardgame saddled with such a complex combat resolution system would, take days to play. The computer chews up the numbers and



spits out the results in almost no time

at all. In fact, during a solitaire game, watching the computer quickly and efficiently moving its units, switching from one map-screen to another, and resolving combats can almost psychout a slower-than-silicon human

The computer allows for a number

of very nifty touches to the game mechanics. One favorite is what the rulebook calls the "order phase. During this phase, the player chooses a trigger hex. During subsequent enemy movement phases, when an enemy unit enters a trigger hex - whammo! - all the friendlies move toward it on a course that was pre-plotted in the

friendly order phase This always made using hidden movement and sighting rules a bit of a drag. The paperwork and the nitpicking measurements are a chore. Once again, the computer is a completely impartial and superspeedy referee. Whenever a hidden

unit is sighted, the speaker beeps and the unit appears on the map. As a simulation of history, this war game maintains a fair degree of accuracy while maintaining a high level of playability. Though some war game maps of this area, according to our almanac, are more accurate, (notably the game map in the old inai boardgame from the defunct but much-lamented Simulations Publishing Inc.), the problem with the SSI computer graphics seems to be that if a hex is more than just bordered by the canal it must be all water or all something else. This is unlike a boardgame map where, for example, a body of water might be only partially within a hex. Because of this the bodies of water (not the canal itself) such as the northern section of the Gulf of Suez are a bit "fatter" than on a map.

But the game's play and the victory conditions accurately reflect the challenge that faced Israel's General Sharon on the morning of

October 6.



place during



The maps in SSI contests use symbols as in board-style war games



1973. Israel knew it had to move quickly or it would economically crumble. They attacked and, as it turned out in real life, encircled the enemy. The Egyptians, meanwhile, knew that they had to regain Israeli-occupied territory and hold onto it.

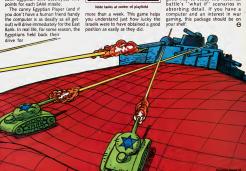
The game's mechanics award victory points (10) to the Egyptians for destroying an Israeli unit, and a point for each Egyptian unit on the East Bank of the Suez. Israelis get one point per each Egyptian unit destroyed, two

points for each SAM missile.



do just what the israelis did on the real battlefield: Get there first and get there heavy. They must open a corridor for their bridging engineers as soon as possible. Then, they have to cross the Suez right away and do as much positional and actual damage as they can to the opponent.

Southern Command is a fastplaying simulation that is not only a lot of fun and excitement - but it's a good way to study the historical





THE PLAYERS GUIDE TO









THE SOUND OF MARCHING FEET

In a very real sense, the hobby of electronic gaming began with the introduction of Space Invaders in 1978. This Taito design signalled the dawn of a new era of coin-op arcading, as it boasted totally novel play-action supported by surprisingly cute visuals.

It was the overwhelming populanty of SI that sparked the gaming boom, the fruits of which we are still enjoying today. The success of Space Invaders firmly established the intimate relationship between gaming and science fiction that has given the world such wonderful titles as Defender, Missile Command and Star Raiders.

Space Invaders has not only created a whole genre of contest, the invasion game, but it has also proven popular in vir-

tually every format into which it has been placed. On the home front, Atari makes cartridges based on the game for its VCS, 5200 and 400/800 machines, and Rocklan also offers Super-Invaders for the Atari microcomputers, Close relatives of Space Invaders are available for use with the Apple II, VIC-20, TRS-80 Color Computer and several of the videogame units.

WINGS OF DEATH

Take the original invasion game concept but allow the attackers to break formation and swoop low to bomb the

player's cannon at the bottom of the screen and you have the kernel of Galaxian, Setter graphics combined with a less predictable motion of the invaders makes this SI sequel a treasured classic in its own right.

Official versions of Galaxian are produced for the Atari 5200 by Atari and as a stand-alone mini-arcade by Coleco

CLEARING THE

SPACELANES In sharp contrast to the highly patterned nature of both Space Invaders and Galaxian, is the seeming chaos of Asteroids. This Atari coin-op utilizes a vector graphics monitor to fill the view screen with careening meteorites of all sizes headed in just about every conceivable direction.

Atari has led the way in bringing Asteroids to the home arcading community. It is available from the Sunnyvale, CA, publisher for both the VCS and 400/800 sys-

Other games in which the player manipulates a single spaceship employing a thrust movement system and tries to





SPACE INVADERS



GREATEST HITS Atari owns the home

blow up space debris are plentiful. Minestorm is resident in the Vectrex, and Apple-ites can enjoy a brisk round of Meteorolds in Space, to cite two of the best examples.

EARTH'S LAST DEFENDER

Williams' Defender coin-op may be just about the ultimate in wild shooting sprees, yet the underlying theme of rescuing survivors of an extraterrestrial attack probably has nearly as much to do with the popularity of this duodirectional scrolling contest.

The arcader pushes instructions into the machine using the somewhat complicated button panel, and then zips back and forth along the multi-screen horizon trying to prevent the final extinction of the human race.

Williams has followed up Defender with an even more difficult sequel called Stargate. This game, which features a control set-up that's even more complicated than Defender's, is often touted as a supreme test of

gaming

ability.

videogame, and the company has produced cartridges for the VCS and 5200, with one for the 400/800 computer likely for the coming year. Entex has also produced home

editions of Defender, a handheld and a cartridge for the company's AdventureVision tabletop programmable. The same outfit is also marketing a Stargate stand-alone. A program that shares some of the

license for Defender as a

features found in Defender, albeit mixed in with some novel concepts of its own, is Protector II. an Atari 400/800 disk form Synapse Software by Mike Potter.

RAIN OF DEATH

With due respect to the other electronic science fiction classics discussed in this issue's Players Guide, Missile Command may well turn out to be the most popular of them all in the long run. Not only is the Atari pay-for play machine an enduring favorite. but the same publisher has produced highly acclaimed editions for all three of its home arcade systems.







WANTED: SPACE PILOTS

From "Skylark of Space" to "Snace Patrol" to "Star Wars", the notion of taking the controls of a spaceship has sparked hundreds of science fiction stories, books and movies. In a sense, it's the futuristic version of the Old West cowboy - a strong hero in a fast shin that can travel anywhere.

This may explain why firstperson space piloting and combat games are so numerous in the videogame cartridge field.

Owners of the Atan VCS have several excellent titles of this sort from which to choose. Atari itself now offers a VCS version of Star Raiders, the game which perpetually tops EG's monthly listing of readers' favorite computer game programs. The 2600 edition utilizes a keypad controller with a special overlay to present the home arcader with a much greater-thanusual variety of strategic decisions. Although the keypad adds considerably to the cost of Star Raiders, the publisher intends to use this new controller to enhance other upcoming games, so the cost will eventually be soread over several cartndges



Activision's Star Master re-

fies on innovative use of the

2600 console's control levers

to toggle between tactical

battle views and a map of the

whole galaxy. The player

must zip back and forth across

known space, protecting

friendly star bases from alien

both of these games are Phasar Patrol (Starpath, for the

Supercharger) and Planet

Patrol (Spectravision). The

Similar in overall concent to

attack

Supercharger.



ustly high reputation which Space Battle has earned. The player monitors the strategic map for approaching alien spacefleets and dispatches one of three available squadrons to deal with any threat and then takes command of a space fighter once the oppos-

latter is a solid and enjoyable SF romp, while the former is enriched by the superior graphics available with the

Although Mattel's Intellivision is not known primarily for its action-priented contests. one happy exception is the



make a "comfortable" enemy. You're not gunning down fellow human beings with that laser, goes this theory, you're only blasting apart inhuman metal creatures. This viewpoint is most obvious in a cartridge like Robot Commando Raid from U.S. Games for the Atari 2600. The player commands



REWARE. . . ROBOT ALERT

Although technology, in the form of the hardware. software and peripherals associated with the games themselves, is unlikely to hold many terrors for electronic arcaders, designers are sensitive to the potential of science an anti-aircraft battery situated at the center of the bottom portion of the playfield and attemnts to shoot down foes as they parachute from helicopters. If the attackers were actually neonle, this video war game would be portraying a significant viotion of the Geneva Conventions of War. As it is, no one is



chutist on the way down to

Farth The best known of the robot videogames is, of course. Atari's Berzerk for the VCS. This 1983 Arcade Award Certificate of Merit winner is a satisfyingly close reproduction of Stern's maze shootout coin-op machine that pits the player's on-screen character against a multi-room maze guarded by veritable hordes

of angry androids A pair of Odyssey' titles make use of robots as the primary opposition. You can lead a robot army against a similar force directed by a second human player in War of Nerves, or combat robot attackers in Alien Invaders -

Plust

Robots provide the threat in Mattel's Night Stalker for the intellivision, and Dark Cavern for the Atan VCS. Both cartridges — essentially versions of the same design produced for two different systems - spice up the traditional maze-shoot with adventure game elements. Careful planning of moves through the underground labyrinth is as important, if not more so, than the ability to shoot accurately while running across the screen.

PLEASE CALL HOME

Atari's recently published E.T. cartridge is notable for a number of reasons. It is the first game designed with significant input from a cinematographer (Steven Spielberg), and the first non-educational Atarı title aimed squarely at the youngest age bracket of home gamers

E.T. has proven unexpectedly controversial among players. Critics charge that the cartridge looks hasty and lacks sophisticated playaction, but others vociferously defend the game on the grounds that it is faithful to the spirit of the film and of



suitable complexity for those who are most likely to be interested in such a game.

SHOOT-OUT IN

SPACE Ship-to-ship combat in space is one of the most common videogame themes. From classics like UFO (Odyssey, for the Odyssey') to newcomers like Nexar (Spectravision, for the VCS), Threshold (Tigervision for the VCS).



Gorf (CBS Videogames, for the VCS), Space Chase (Games by Apollo, for the VCS) and Zaxxon (Coleco, for ColecoVision), the list of cartridges is studded with excellent games on this tonic

The assault on the sky fortresses in Coleco's Zaxxon is unquestionably one of the most thrilling home arcading experiences available today. The duels with the enemy missiles, robots, and giant robots are the ultimate in videogaming at present.



THE EXPANDING UNIVERSE OF COMPUTER SF GAMES

THE COSMIC

ARCLADE

Action games with a science fiction slant are proving just about irrestable to computer gamers. Whether you as Serra On-Line's Threshold or Roklan's Super-Invaders, labyinth contests like Data-most's Mars Cars or the special excitement provided by Avant Garde Creations' Zero Gravity Pinball, chances are very good that at least one program is among wor favored.

Sir-Tech has melded several different types of games into a single disk with its magnificent Star Maze for the Apple II. The hunt for the nine star jewels forces the player to excepte intricate maneuvers such as over-flights and docking while fending off dangers ranging from meteor showers to hostile flying saucers.

Tubeway, by Datamost for the Apple II, is a perimeter target game with a futuristic angle. The player whirls his shooter around the outside edge of the geometric "universe", and blasts the assorted nasties which crawl out of the center. Completion of each wave immediately transfers the player to a new universe populated by even deadlier creatures. Home arcaders who enjoy this gaming genre - spawned by Atan's coin-on division with 1983 Arcade Award recipient Tempest - won't want to miss this largely successful attempt to produce

a game

that utilizes a similar playmechanic within the restrictions imposed by the family television set's raster scan

video technology Sirus Software frequently mixes a dash of humor in with its space games. Two of the best examples of the company's penchant for the lighter side of home arcading are Bandits, in which the player must prevent waves of interstellar pack-rats from scampering off with all of the supplies at the moonbase. and Sneakers, the multiscenario invasion marathon. Another entertaining Sirius Software disk that is some-

thing less than totally serious is Twerps. In this one, the player must complete a perious journey to the surface of the moon where numerous fellow-twerps are cowerns in

SUPER SCIENCE

SCROLLERS Scrolling shoot-outs have

Scrolling shoot-outs have claimed a huge following in the videogame, stand-alone and coin-op fields, so it's hardly surprising that the runthe-gaunt let

games are

among the most popular of computer game programs While a few of these designs are not in the least science fictional, most of the best ones involve piloting a speed; spacecraft through several scenarios

Protector II — actually it's the third version of his horizontally scrolling title — is perhaps the ultimate game of this type for the Atan 400-800 computer systems, at least until Syrapse Software's Mike Potter gets the urge to redo his masterpiece yet again. The player must attempt to save survivors of a future conflict by ferrying them to a safe ofty and from the conflict by ferrying them to a safe ofty and from the safe of the most of the safe of the first of the safe of the sa



BANDITS

there, to even more secure locations. The ship can zoom across the multi-screen playfield, shooting alien ships and airlifting humans at breakneck speed.

Caverns of Mars is a vertical scroller for the Atan 400-800 that sends the player's ship snaking down heavily fortified tunnels deep be-



TWEERS

neath the Red Planet Star Blazer, Tony Suzuki's Broderbund disk for the Apple II, is a mono-directional scrolling game that clearly stands apart from superficially similar games because of the extreme ingenuity incorporated into its program. This action game can't be conquered simply by steamrollering through it like a runaway bull in a china shop. That kind of frontal assault simply won't get the job done in some of Star Blazer's scenarios, such as the one in which the player must somehow get the best of a tank that speeds up whenever the gamer's ship accelerates and can go faster than

the fighter can fly.

a leader when it comes to simulating all the possible methods of combat between individuals and small teams in the world of tomorrow. The Rapidfire series, which consists of four different programs at this writing, straddles the line between strategy games and the faster-moving action types. All make use of SSI's impressive movement system to keep events unfolding on the display at a pace which no conventional electronic war game could pos-

sibly match.

One of the titles, Cytron

Masters, is especially appeal-



CYTRON MASTERS

ing. The idea of combat between rivals piloting oneperson flying platforms absolutely bursts with gaming possibilities. The other games in this line are uniformly excellent as well, and should be examined by any strategy game-oriented science fictioneers.

MEET THIS CHALLENGE Ming's Challenge, from

Micro Fun for the Apple II, is an offbeat action game with a science fiction theme. It is fairly simple in the graphics department, but it makes up for any shortfall in that area by furnishing arcaders with the chance to try something that's really different.

The player manipulates a horizontally mobile cannon and shoots upward at various targets in motion. The idea is to shoot the round targets as they descend, freezing them in position and scoring points based on their closeness to the top boundary of the playfield. A bomb-

dropping



IAK BLAZER

flying saucer capable of releasing the roundles add further tests of hand-eye skill. All the action is conveyed to the adventure through a

combination of line artwork and short scene descriptions



THE PLAYERS GUIDE TO
SCIENCE-FICTION
GRAVES

ADVENTURES THROUGH TIME AND SPACE

WHERE SCIENCE MEETS FANTASY

Just as science fiction in other media runs the gamut from super-technical hard SF to interstellar flights of fancy that approach the blood and thunder of the typical swords and sorcery extravaganza, so does computer software.

One of the best examples of this is the Zork series, now three games long, from Infocom for most of the popular computers. While fantasy elements are certainly prominent, the meticulous way in which the great underground empire has been worked out by the designers betrays the attention to even the most minute details that characterizes the scufi novels of authors like Robert A. Heinlein and Jerry Puornelle. More obviously science fic-

More obviously science fiction is, Empire of the Over-Mind, a 1982 Arcade Award program from Avalon Hill's Microcomputer Games Division, Although the Overmind, acruelly year the More the player must overthrow, definitely has mystical aspects, it's clear that, in some way, the events which take place on the twin planes owe as much to super-science as eldritch mager.

MYSTERY FROM THE STARS

Infocom, which has revolutionized the field of computer text adventures with its Zork and Deadline, has now ventured forth to the stars with its latest creation, Starcross. The player assumes the role of an explorer on the lookout for black holes, which are the source of meg-energy in the world of this particular future. Instead of the prize you seek, however, your scout craft stumbles upon the find

of the millennium - a mam-

RTERSS

moth starwagon sent by super-intelligent beings from the other end of the universe. You must board this veritable city in space and unravel the enigma which permeates it.

enigma which permeates it. The Starcross program is one of the most sophisticated on the market, which makes it one of the smoothest playing adventures around. Its best feature is its extensive vocabulary, which makes it possible for the player to enter instructions in the form of full English sentences, instead of the two-word, verb/nound. phrases generally employed in other role-playing disks.

JOE JUSTIN,

The same design team which produced *Empire* of the Over-Mind has returned with G.F.S. Sorceress. This text adventure is touted as the first of a series of disks to feature the exploits of Joe Justin. In this one, the player (as

the exploits of Joe Justin.

In this one, the player (as Joe) must visit various planets to gather evidence that will prove he was unjustly pushed out of the airlock on his ship

for a murder which he did not commit. Although Sorceress lacks the all-out brill-lance of the Over-Mind exapade, it is an intermediate-level brain-teaser that will provide several enterhaning play-sessors for the veter-an staffare.

TREASURE TROVE IN SPACE Queen of Phobos is the

name of the adventure and of the seemingly forsake spaceship which is the setting for the illustrated action. After finding a way to enter the drifting hulk, you must navigate its labyrinthine corridors to uncover its valuable se-

crets.

Making life a little tougher are vanous looters who have the same idea as you. At best, they may beat you to some of the valuables, while at worst, they may turn on you instead.

All the arcading action is conveyed to the adventure through a combination of line artwork and various short descriptions of the scene.



TIME PILOT

Imagine yourself locked in eternal conflict with an air wizard who battles you through time and space! Most science fiction games concentrate on the trappings of the genre - rocket ships, robots, asteroids and invading aliens Very few games have been science-fictional in and of themselves. Centuri's Time Pilot is a genuine SF contest in that its very theme is the stuff of which many of the field's classics have been made: time

travel. As Time Pilot begins, the player is back at the dawn of air combat - the days of the biplane and dogfight. Your Flying Dutchman of an adversary comes barreling toward your craft, smoking as you finally "come to grips" with the controls. The airfight begins in earnest when, abruptly, both ships are tossed several decades into the future, where a World War II circa combat is

about to begin. Time Pilat moves through the jet era, into special combat choppers able to launch sidewinder missiles and. ultimately, into space warfare

sequences takes time. But what the heck - you've got all the time in the world, haven't you?

itself

GRAVITAR

Atari's Gravitar is an interesting and - as usual with



directional thrust or wine you out of quarters in the blink of

an eye.

Players begin by maneuvering their ships around a series of shapes, not unlike a cosmic floor plan of the type commonly used in graphic adventure's dungeon explorations Each of the space "chambers" must then be entered and a

mission accomplished Thrust movement is an interesting type of steering for limited-movement games such as Asteroids. In order to steer via directional thrust through what amounts to a space-maze, the mechanic becomes a deadly challenge. To steer via this method, the ship must be pointed in the direction desired and a thruster button needs hitting. To stop, the ship must be turned around 180° and an equal amount of thrust must be applied. Now imagine steering



QUARTER





Just in case all these deathdefying space acrobatics begin to bore you, there is also the matter of gravity, which is, of course, putting in its 2c as well, naturally drawing the ship to any large body in

space.

MOON PATROL

As with all things in the world of coin-op videogrames.

concepts mix and mingle and hybrids are always turning up. The two strongest types of games in the coin-op world of today are science fiction contests and "cute" games. Then, of course, there are the sub-genres of "climbing" and

"jumping" games.

Now, imagine the first
"cute" SF game with blasting
and jumping themes blended
in for good measure. The

game is called Moon Patrol, and it isn't exactly the sort of game arcaders have come to expect from its producer, Williams, known previously for their highly-challenging "players" contests such as Defender and Robetto

"players" contests such as Defender and Robotron. Players control a honzontally-scrolling moon-buggy — rendered in a highly anthropomorphic, cartoony style — over the lunar surface. Occasionally, moon rocks turn up, and must be vaporized by the vehicle's frontmounted laser cannon. Other times, craters appear and the garner must employ the console's "jump" button in order to safely leapfrog the pit.

Nothing revolutionary concerning the play mechanic, it's not even very difficult, but there's obviously something that Moon Patrol does right, because it is one of the most popular and compelling coinops in today's arcade. The most likely cause for the game's appeal is its marvelous graphics. The moon-car, with its oversized, balloon tires and warm, friendly colors, creates an atmosphere not unlike that of the old children's story. "The Little Train that Could" BOSCONIAN

A real space-gamer's de-

light, Bosconian is the sort of SF coin-op that utilizes strategy lightly — in the form of a side-screen radarscope and goes heavy on the dogflight elements.

Developed in Japan by Namoo (creators of Pac-Man, Galaxian, and scores of other arcade smashes), Bosconian was the first game to offer players full 360° scrolling simultaneous front-rear fire





attack, so good peripheral vision is required to keep track of the objects on the radartracking view screen. The motherships can be blown away one dome at a time, or by a direct hit on its single. vulnerable spot - a hatch that slides open and closes at the nexus point where the various corridors connecting the enormous globes meet. The ability to fly totally free,

in any direction is a marvelous gaming experience, but the simultaneously firing front and back guns are lifesavers. Imagine pursuing an enemy through deep space, weaving through meteors and spiked astro-mines while being able to waste any craft hanging onto your tail at the same time! This game might well be retitled, the "Space Gamer's Revenge"!

TUNNELS OF TERROR

The arcades continue to be the cutting edge of the videogame industry, in terms of ideas and technology. This ultimate proving ground has generally turned to sciencefiction games in order to show off their latest innovations. After all, what better context for futuristic technology than the future itself? The first vector graphics games (Star Hawk. Asteroids, etc.) and. later, the first full-color v-g games (Space Fury, Tempest) all used science-fictional set-

The latest trend in arcade SF is the search for the third dimension - depth. 3-D has thus far proven stubbornly 008900 006300

elusive to the game masters. The illusion of depth, however, has drawn considerably more success than the real thing, however, From the earliest videogames simulating the "trench" sequence from the climax of "Star Wars", to the shadows and threequarters perspective of Zaxxon, a score of SF videogames have come to the very edge of the mountaintop of 3-D.

The search continued with the "tunnel" sequence from Sega's Tac Scan, Tac Scan is a multi-scenario space shootout with its most memorable scenario occuring during a

wild, roller-coaster trip through a twisting, winding cosmic pipeline. The gamer is given a front row seat courtesy of a head-on perspective as the ship hurtles through the tunnels that most closely resemble a serpentine strip of corrugated-steel pipe. The videogame world

seems perched right above the first three-dimensional game. The odds are pretty good that it will involve a ship zipping through space.



multi-domed motherships as possible. These enormous floating spacecraft send out endless squadrons of attack ships at the merest hint of an



are a definite plus

SCIENCE FICTION GAMES GO PORTABLE

VECTREX: THE CARRYOUT ARCADE

The Vectrex stand-alone programming system from the GCE Division of Milton Bradley is particularly rich in titles with a scence fiction twist. Not only does the console, which is built around a 9-in, vector graphics monitor, include Milnesweep as a resident game, but several other spacey contests are currently available with more to come.

Best of a strong group is this year's Arcade Award winner as best stand-alone cartndge. Scramble. Although the graphic treatment is light-years away from the one Stern utilized on its quartergobbling coin-op, this scroling shoot-out shines just as brightly in its own way in its Vectrex edition.



Tomytronics has just unveiled a par of tabletop miniarcades with a futuristic feel. Tron is based on events in the Walt Disney videogaming movie and involves the player





TRON (STANO-ALONE)

in a series of contests against Sark, chief minion of the MCP. And if you defeat the henchman, you'll even get a chance to deal out some justice to the Master Computer Program itself.

Tomytronics also offers a superb stand-alone version of Scramble. Graphics are, of course, a little sparse on the brightly ill to playfield, but Tomytronics has done a wonderful job of producing a device that really plays like the original shoot-'em-up, despite the limitations of the technology.

ZAXXON IS COMING!

Coleco has announced that one of the titles in its wellreceived mini-arcade series for 1983 will be Zaxxon. Though it would be unrealistic to expect Coleco to equal the videogame cartridge of Zaxxon which it produce for the ColecoVision in late 1982, the company's officials express confidence about being able to communicate the essence of this three-dimensional, multi-scenario space slugfest in the mini-arcade format.



SCRAMBLE (STANO-ALONE)

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AVISIT TO

Welcome to the First Videogame Supermarket



and antique (above) - mixes with novelty coin-operated devices such as a gunslinging "one-armed bandit" seen below, waiting to relieve customers of their money



len Joel Gilgoff goes to work each morning, he enters a world that's known to most electronic arcaders as the stuff of which dreams are made

Joel owns G.A.M.E.S., a successful mini-chain of electronic gaming supermarkets. Those who visit - or call - one of

the four Southern California stores can choose from among practically every game cartridge for just about every programmable and computer system currently on the market. Joel prides himself on being among the first, if not the first in the area to get the hottest new titles

Then there are the big games in his stores, like Ms. Pac-Man, Zaxxon and Tron. — the coin ops most of us head down to the local arcade to play. And if both an upright version and a tableton model are offered by the manufacturer, Joel usually has, or can

obtain either one in short order. Of course, there are also the pinball machines, slots (a.k.a. one-armed bandits), and jukeboxes.

average broker of these vintage fun toys? Well, when a call came in from Japan, for example, for a pair of Wurlitzer jukeboxes, complete with records, Joel and his crew made sure they were stocked with appropriate era 45's and 78's. Now that's class. Besides receiving telephone calls

from the Los Angeles area and Japan, G.A.M.E.S. gets orders from almost every city in the country and practically













CAMES.

every nation that has the word "arcade" somewhere in its language.

A gentleman from Texas called one

A gentleman from Texas called one day, requesting 13 coin-operated videogames. He wanted to give the mayay as presents. A caller from South Africa even placed an order for a Donkey Kong, And if the thought ever called the same of the control of t

Obviously, G.A. M.E.S. is more than just a profitable enterprise to owner Gligoff. It is a commitment. What keeps his telephones ringing and parking lots busy is a personal commitment to having the most up-to-date stock of videogame cartridges and coin-up machines and a wide selection of pintals and siot machines. G.A. M.E.S. Inter is object to the commitment of the com

possible.

Joel's entry into the field was a natural transition from his previous job as an IBM electrical engineer in New York. He opened his first store and

was Atari's first customer for Pong games in 1975. Today there are also stores in Fountain Valley, Torrance and Century City.

The visitor to G.A.M.E.S. will find a plethora of visual delights. The Van Nuys' store, for example, is spacious and well-lit. The latest in electronics share space with the older slot machines and jukeboxes. What



(Above) A slot machine, adorned with golden carvings, looks properly regal, while (below) three pins look sharp



enhances G.A.M.E.S. is that everything is thoroughly reconditioned before poing out on the floor. Pinball machines, slot machines and jukeboxes fook and operate as well, or better, than the day they left the factory, thanks to a crew of trained repairmen and technicians. Usually, it is impossible to tell that it is an video-zame.

You want accessories? Joel's got 'em, including more joysticks, pun intended, than you can shake a stick at! If it's a quality product, you'll find it at G.A.M.E.S.!

What visitors should remember however, is that G.A.M.E.S. is nota toy store and definitely not an arcade. Prospective buyers can, with a demonstrating employee, try out any of the games. But don't try and play them for a high score — this electronic wonderworld doesn't have an arcade

license.

Oh yes, the next time you're watching normal television and you come across a new movie (yet to be released) on the life of Hugh Hefner, you won't have to wonder where they rented all those arcade games. They came from Joel Gilgoff's G.A.M.E.S., of course.

G.A.M.E.S. — the world's first electronic gaming department store





EUTIPUTER

OIL RIG

Computer Programs Unlimited Apple II/48K disk

Can you turn \$1,000 into black gold? Can you make the right decisions to amass profits quickly and become a member of the Tycoon Club? Oil Rig, a new program written by Kevin Bagley for CPU, combines with thinking wheeling-dealing with arcade precision for a thoroughly enjoyable game.

When the same is booted the player

must decide how many years (10-40) he would like to play and at what level (1-novice through 9-pro). He is then given his \$1,000 and is faced with the Master Board. On that board he must decide what to buy in products; crude, shale, oil, kerosene, gas and petroleum products, or equipment; drill rig, oil rig, refinery, warehouse, pipeline, truck and platform. He must saim enough money, by

buying when prices are low and selling when high, to prospect for oil. There is a \$1,000 fee for prospecting. The gamer controls where on the map (at what coordinates) he will take the sample and then a core rating is given on a percentage basis. The higher that figure, the higher the chance of striking oil.

After getting a satisfactory rating and copying down those coordinates (this gamer didn't do that once and lost a 90 percent rating), a drill rig must be purchased before progressing to that portion of the game.

Drilling for oil is the most enjoyable part of the game. The drill rig is rolled along the surface of the ground at the top of the screen. Below is a cross section of the layers of earth underground. The pocket of oil moves across the screen only once and the gamer must position the rig correctly and sink the drill at Just the right time to strike oil. The higher the core rating, the easier the oil is to hit.

Once a strike is made there must be an oil rig purchased before the oil can be pumped and added to the Master Board. With that income pouring in, it would be wise indeed to prospect more and buy more equipment because the tax man will otherwise take a more than healthy share of the winnings.

To become a member of the Tycoon Club and get a 100 percent rebate on the cost of the program, the game must be played at the shortest time span (10 years) and be set at the pro difficulty level and there must be a gusher on the final score.

If there is a complaint about the game, it comes from inadequate documentation. Some of the details of the game are left out. For instance in one game, this writer bought a platform only to see it sink in a storm a few months after the purchase. That feature is realistic, but the gamer should be made aware of the possibilities for this otherwise outstanding game.

(Rick Evenbush)



riayden Software/Apple IMARK dsk In the 1950's and 1960's, launching satellites into Earth orbit frequently grabbed worldwide headlines as the super-powers raced each other to be the first to accomplish various space feats. These days, the emphasis is switching from rocketing stuff into

STATUTE

SHUTTLE INTERCEPT

space to retrieving it and returning it to the surface. That's the theme of Shuttle Intercept, in which the arcader employs a sky hook to collect friendly satellites as they fly past from right to left on the playfield.

The overall mission is divided into four quantum levels, each separated by an interval in hyperspace. Ten friendly satellites, alternately colored and green to help the player keep count, flash past in each quantum level. When your ship takes a hit, even with its protective shield up, you immediately go into hyperspace. Otherwise, a ship enters this dangerous zone automatically, once 10 shuttles have



appeared.



Drill Down Deep For Black Gold — and Bring in a Gusher!

The first (green) quantum level challenges the player with meteors and enemy craft. The ship's laser cannon, fired with the paddle's action button, can't hurt the meteors, though a collision atomizes the ship. The enemy craft aren't very powerful, but when one passes over your ship's position, it makes the skyhook used to catch the friendly satellites retract into the ship. Hyperspace is a simple avoidance

Hyperspace is a simple avoidance game, though preventing smash-ups with meteors — much less the guided missiles which begin appearing in the second hyperspace interlude — requires lots of dial twilling.

Enemy satellites come into the game during the second quantum level. Except for an extra antenna assembly, these look pretty much like the friendly shuttles, except they destroy the ship on collision. Beginning with the third quantum level, the player will also have to cope with onrushing guided missiles.

The player's ship begins the game with a shield. The first hit knocks out this protective device. The craft can take two additional hits without distinctional tractional tractional conformation of the conference on the ship must have sustained no more than one

unshielded hit.

John Van Ryzin, who authored Kamikaze for the same publisher, has produced a somewhat more innovative and enjoyable program this time

out. No one will ever shower Shuttleintercept with prestigious awards but it's a reasonably interesting game with a good deal of novelty to recommend it. If Van Ryzin continues to show game-to-game improvement, he may really be a designent to reckon with a couple of games down the road. (Amie Katz)

SUCCESSION
Piccadilly Software/Apple II/48K Disk

Just when you think there just couldn't possibly be another original idea in maze chases, another shows up. This time Succession seems to be a cross between most of the other maze.

chases and rotation pool.
In this program, instead of dots
there are little creatures to consume.
Each creature has a number. Not only
must these creatures be caught and
wiped off the maze, but they must be
done in numerical order. Chompling a
creature out of order causes all the
previous critters to reappear in the
maze and all the points accumulated

for their disappearance will

But there are other problems to be considered. There is a chaser who will grab the gamer and take away one of his lives. Also at random times



throughout the maze, doors will be locked, preventing the gamer from taking the route originally planned. There is also a time. I a maze level is there is also a time. I a maze level is vital role in determining the score the gamer gets. There are 500 points awarded for clearing the maze, 100 awarded for clearing the maze, 100 awarded for clearing the maze, 100 awarded for clearing the maze is 100 point bonus if there are more than 100 point bonus if there are more than 15 mazis left on the timer when the maze is cleared, Each of the four them are the scale of the four than 15 mazis left on the timer when the maze is cleared, Each of the four than 15 mazis left on the timer when the previous level and operates a

bit faster.
With all those positive ideas behind us, it's time to consider the negatives. Succession plays on keyboard only. Even though the keys are user defination, between though the keys are user defination, between though the keys are user defination, and the control of the control of

The second problem has to do with variety of play. Since there are only four levels of play and since each looks identical to the other with only a bit of speed and another creature added, it is quite possible to the of playing second level there are not the second level there games to reach the second level and only another half dozen to reach the second level and only another half dozen to reach the second level and only another half dozen to reach the second level three. It would probably be even easier to get to that final level with a lovetkic.

Overall Succession is a good example of the clever and original games Piccadilly has in its catalog, but most of the games the company has released have more staying power than this entry and more variety of play. (Rick Teverbaugh)

CYTRON MASTERS

Strategic Simulations/Apple II/48K disk
A computer game that not only updates chess, but takes it into the future? That's an accurate description of Cytron Masters, one of the new Rapid

Fire games from SSI.
There are so many facets of this offering that it's tough to know exactly
where to start. The premise for the
game, which is detailed quite nicely in
the extensive documentation, is that in
the future, disputes between countries
or planets will be decided in an arena as
amies of Cybernet clectronic devices
and the disputes the disputes of a Cytron
Mastine.

The game system is taught within the program by one of these combatants, Grand Master Titus III, in one of the most informative and entertaining processes yet brought to disk. There are six types of cytrons; mines, bunkers, shooters, commanders, missiles and anti-missiles.

In each game the masters try to protect their command centers and destroy the same of their foe. Foe can be either a second human or the computer. Also on the 18x38 space grid are power centers, which must be controlled to have enough power to create more cytrons as the match progresses, and transport beams, which are used to direct new cytrons to appropriate locations on the field.



CYTRON MASTERS

A command center is destroyed when a mine passes through it. Bunkers are used to shield the other types of cytrons from enemy fire, generated by shooters. Any type of cytrons can be controlled one unit at a time by the gamer, but it's much more effective to use commanders who can control all friendly cytrons within three spaces.

If there is one complaint about the game it is that the combatants must be thinking so far ahead in terms of factics and are kept so busy directing and creating these machines, there is very little time to enjoy the graphics of the battle. This could be an ideal game to

tape on a VCR for viewing later. There are too many little details that make the game both fun to come back to, yet at the same time make it too complex to be mentioned in detail

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CYTRON MASTERS (PLAYFIELD)

here. The probability of shooters destroying its target means that, in general, good strategy will win and poor planning will lose, but there are times that a suddenly poor shooting set of attackers can ruin a well-crafted charge.

Dan Bunten, who also has created Cartels & Cuthroats and Computer Quarterback for SSI, has put together a game which requires endurance, strategy and quick wits. If this is an example of the quality of the Rapid Fire games, SSI will continue to be a major factor in creating computer classics in the future.

(Rick Teverbaugh)

STAR MAZE Sir-Tech/Apple II/48K disk

No one knows who created it, where it came from or even how it was built, but the star maze exists. This cosmic version of King Solomon's Mines beckons to adventurous explorers of deep space with the promise of untold wealth.

An interstellar gamesman has stocked the vast labyrinth - only a small part of which is visible on the screen at any one time - with gigantic iewels of incalculable value. As captain of a tiny but maneuverable spaceship. you desire these magnificent baubles more than any other prize in the known universe. You must therefore cruise the lanes of the star maze and use your grappling beam to tow the jewels back to the mothership for safekeeping. Once you have collected all nine iewels, the mystic forces of the star maze transfer you to a more difficult portion of the labyrinth with a fresh set of iewels.

Dangers may prevent the three ships of your fleet, available one at a time, from accomplishing this goal and retiring to a life of eternal ease on your favorite pleasure planet. There are enemy ships that shoot first and ask questions never, meteor showers, an allen space station that disassembles into spherical fighters and the fearsome bug train with its winged marauders.

The arcader presses one of the joystick's two action buttons to ignite the ship's engine and apply the thrust which moves the craft through the void. The more thrust, as veteran gamer isaac Newton once noted, the greater the speed in the opposite di-

It is important to closely monitor the speed indicator located on the speed indicator located on the scoreboard just to the right of the maze display, Fining the engine depletes your ship's limited supply of fuel, and the faster the ship intelled down the corridors of the space maze, the greater the energy drint. All other should therefore use a feathery touch on the gas peed it o avoid having to the speed of the great the story of the greater the story of the speed to savid having the story of the speed of

Why not zoom throughout the designer of labyrimt at los peed? The designer of Star Maze cleverly requires the arcader to complete two vital tasks at extremely slow speeds. The indicator must read less than 200 in order to pick up a jewel with the grappling beam, and it must be under 100 when docking for refueling at your mothership. Besides a nose-mounted laser. fired

Besides a nose-mounted laser, fired by hitting the other action button, the ship is also armed with three "smart bombs". Pushing the "x" key obliterates

everything visi-

ble on the shot with a

to play Star Maze using a pair of paddles, the keyboard or even an Atari-style hand controller with a joyport. All four control schemes are sensibly explained in the instruction booklet, though the rules folder is just a bit vague about some other aspects of the game. Fortunately, Star Maze nearly qualifles as a boot-and-blast program, so the lack of comprehensive rules is not that crucial.

Gordon Eastman, who wrote Star Maze based on an original design by



STAR MAZ

Robert Woodhead, must be congratulated for his outstanding programming achievement. The 18-color hi-res graphics are a revelation, and few players are likely to soon forget the magnificently complex explosions which occur when something is

5 11 118

playfield.
The wise
player won't be
quick to squander
this powerful weapon,
perhaps saving it for
dire emergencies like an

unexpected encounter with the bug train. If the ordinary form of movement lands your space

cruiser in trouble, one possible way out of the mess is to press "Ps throwing it into hyperspace. It's a random jump that shifts the pipe to a random jump that shifts the pipe to a random point in the maze. Even though it bums up a lot of fuel, hyperspace can be a useful tool when your ship is temporary lost far from the mothership, since the chance move is put to put closer to that all-important refueling station.

Although movement has been described in terms of the standard Apple II joystick, it is possible



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ACTUAL RESERVE

laser gun or the arcader's ship runs out of fuel.

The computer generates the omnidirectional scrolling maze randomly at the start of each game of Star Maze, lending needed variety to the action. And when you've scooped up the nine iewels in the first maze, there are 15 more waiting to test your skill

Still, all the design expertise in the world means nothing if the resulting game is a dud. This is certainly not the case with Star Maze, which is a totally fascinating space epic worthy of every Apple-gamer's attention.

(Steve Davidson)

RENDEZVOUS EduWare/Apple II/48K Disk

Any gamers out there who did any growing up in the '60s will remember the Mercury space programs and how nearly every kid on the block wanted to grow up to be an astronaut. That feeling grew as the space program went through the Gemini and later

on, the Apollo stages. Now there has been a further surge of interest with the success of the space shuttle Columbia. EduWare has put together a complex program that allows the gamer to become an astronaut and discover some of the

thrills of flying in space. Rendezvous was obviously planned as a learning aid. But Wesley Huntress, Ph.D. has also managed to make the simulation fun.

The documentation is a bit too technical in places, more designed for the science major than the layman, but there are good drawings and a glossary of terms on the back page.

The program has four stages: Earth lift-off, orbital rendezvous, approach and alignment, and docking. Each section can be reached from the game's main menu without being successful at the previous stage.

At lift-off, the gamer uses the arrow keys to make sure the shuttle gets the proper altitude and speed to achieve an orbit around Earth. Getting that task done with a minimum of engine burns is a goal since all of the other three stages also requires fuel and it's quite possible to run out in mid-mission

Next the shuttle's orbit must be altered to match that of the space station. The gamer can plot trial course corrections until he finds one that will put the shuttle within reach of his objective. He must then have the onboard computer make a course correc-

tion to allow a circular orbit. The approach is probably the most difficult of the four phases. Controlling the shuttle at this phase can be accomplished with either joystick or keyboard. This writer feels that the

keyboard is a bit more sluggish and unpredictable, especially if there is a good joystick at hand.

The shuttle can be moved up, down, backward, forward, left or right, with one hand on the keyboard or with a flick of your joystick. The other hand controls pitch, heading and bank.

Finally, the fourth section is alignment and docking, a drill in precision control and split-second decisionmaking. The gamer uses the same

controls for this final section as he used for the approach.

At the end of the program the gamer is judged on how well he accomplished the rendezvous, using considerations such as time, energy used and piloting skill. Like most EduWare programs. Rendezvous makes the learning very easy to swallow. Next time NASA has a shuttle program scheduled, if they have any trouble lining up its crew, my

(Rick Teverbaugh)

SPACE GAMES Eduware/Atari 400 & 800/Tape: Aliens and Survive 16K RAM, Robot 32K RAM,

number is. . .

Disc: 32K RAM/BASIC Space Games is EduWare's early foray into the entertainment end of the computer software market. It is an interesting collection of classic space games. None of these are groundbreakers, but they play well enough and may make a solid introduction to

computer gaming for youngsters. Aliens is, basically, Space Invaders with some cute frills - the ability to send the invaders back to their home planet, automatic speed-up and a musical interlude for real quality tyroarcaders make this one a winner

Survive is a sort of maze-traversing game in which the object is to lure aliens over them, blowing them up real good. Collision with a mine by the player will not

affect any

of your lives or strength, but will set you back 10 points and, naturally, you've got one less mine to use. This is an interesting combination of shoot-out SF (both you and the aliens have laser weaponry) with a cute touch - you can wipe out aliens with a single shot, but each alien hit you take saps 20% of your strength in terms of injuries.

In Robot Attack, the most sophisticated of the three contests, the player must infiltrate an enemy space craft and steal back the cloaking device those alien nasties snatched from your ship. The ship is comprised of a quintet of rooms, each of which must be separately navigated

The entire boxed package on this Atari game trio is well done, with comic strips, strategies and a full listing of all necessary documentation

An interesting concept, package and execution. (Bill Kunkel)



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THE SPRACKLEN'S DESIGNING CHALLENGER

man, or Spanish. At \$1295, the Prestige Challenger isn't for everyone, but it's currently ranked as the strongest chess program in the world. Fidelity isn't the only company with

a state-of-the-art computer chess machine. One of the world's most beautiful units is the Mephisto II, from Hegener & Glaser, a West German company that recently opened a branch in the U.S. to market it.

The electronic sensory board is made of walnut and maple hard-woods, with hand-carved chikari and rosewood chess pieces. Every conceivable option for chess players is possible with his top-quality unit, including seven levels of play and an additional intere with infinite levels. The unit mere with infinite levels. The unit option of replaying it backwards or forwards. Interrupted games can be stored for an unlimited time. It's possible to take back any

move, or even every move, during the course of play.

Mephisto II is a luxurious chessboard with a topquality program. The unique design provides an additional versatility. The chess program itself is contained in a small module that functions separately as a portable chess unit. This makes it the most powerful portable chess machine in the world

Enter moves using the built-inkeyboard, and the digital readout which indicates the computer's moves Use any chess board, or the portable board and playing pieces that come with the unit. for an absolutely toppowered challenge that goes with you anywhere you wander. The Mephsto II sells for approximately \$800. The portable program can be bought separately for \$300. SC(s)s' top chess computer is the

Mark V Model #501. The Mark V boasts a 56k memory and variable time control so that it can play any form of thess from Speed to Tournament. This smart machine can solve "mate in seven moves," problems, and plays up to 12 games simultaneously against humans, other computers, or itself The Mark V provides analysis, comment, or even advice on the situation in progress, and gives a complete game history as well

as predicting the outcome of the current contest Listing for around \$500 the Mark V can give any chess player a run for his money There is a large variety of mediumpriced, high-quality units for chessists to choose among, Fidelity's Sensory Chess hallenger 9, \$165 is ranked at 1771. and features a





But as in all the best morster movies, you're paginist every-thing the furnier rate can through and a strange connection developed by a team of made scientists. For only \$279 you get 6 support or the strange of the

GET CRUSH, CRUMBLE & CHOMP now at your local dealer for your APPLE, ATARI, or TRS-80 .. before it's too late.





Sidewriter—The Outboard Keyboard for the Atari 400/800

By HENRY B. COHEN

ome computers for gaming are funny little beasts. You start out amazed at what they can do and pretty soon you wish they could do a whole lot more.

Up to now you usually had the

option of making them a bit smarter



The Screensonics "Sidewriter" outboard keyboard sits atop the original Atari 400 computer

with "RAM Crams", making them faster with disk drives or improving their manners with gourmet controllers

Atari owners have always been among the lucklest in this regard, because of the enormous popularity of their systems. Aftermarket manufacturers have catered to almost every whim of the Atari owner, making it possible for an original 4K 400 to become a super-brained 4BK genius and, shortly, a 64K Einstein.

Well fellow gamers, RAM Crams and disk drives have their place, but a real keyboard has seemingly been an elusive dream. That is, until now.

Screensonics, a leading Midwest computer repair center, is marketing a device that will make the 400 owner the envy of every computerist on the

block, and it can be of almost equal benefit to the 800 owner as well. They call it the Sidewriter. We call it the outboard keyboard.

If you're a regular reader, you know from past experience that EG favors the addition of outboard controllers when their use will greatly enhance the versatility or performance of an already fine product. Several months ago this magazine showed you how to add real joysticks to Coleco's line of tabletop areade games. Now, with the

aid of Screensonics, we're going a whole lot further in our quest to make the best even better.

The Sidewriter is a very high quality, self-contained, typewriter-style is keyboard (featuring a built-in loud-speaker) for Atari 400 and 800 home computers.

For the 400 owner, it means an end to putting up with the child-proof and sometimes user-proof membrane keyboard. In fact, the keyboard is so responsive its effects are somewhat





startling the first time you use it, but more about that later.

For the 800 owner, particularly if he or she is an avid programmer, it means instant comfort and freedom from

hunching over the machine. Before heading into further user benefits, we have to tell you the price of keyboard liberation isn't cheap. With factory installation the Sidewriter will set you back a cool \$249.00. Doi:tyourseffers can save a few dollars (\$11.00). Frankly, this nominal savinss is truly false economy.

Installation of the Sidewriter took just under two hours. It is a totally straightforward task, but requires a very high degree of soldering skill along with an ability — and courage to cut a very precise hole in the back of

. . SONICS-



sidewriter, being given e workout in the photo ebove. The keyboerd here can be pleced on the pleyer's lap for convenience

your computer gaming system.

EG installed the unit in a 400, and we suspect that putting it into an 800 would be no more difficult. It's simply

that user installation will void any Atari factory warranty, but if a professional stop does the work, the warranty may still be honored. Not by Atari, mind you, but by the shop that does the job.

But if your computer is out of warranty, you know your way around its innards, and you are perfectly at home with a soldering iron and appropriate cutting tools, there's no reason to expect surprises or problems with the installation.

The instructions, as supplied by Screensonics, are thorough and welldetailed, although the hand-drawn template could be a bit more precise. In addition, a warning to position the 25-pin connector as far to the right as possible (when facing the back of the



inputting device, the Sidewriter helps liberate gamers from the task of sitting "on top" of their computers

computer) would be welcome.

In the test installation, we cut a hole about a sixteenth of an inch too far to the left which eventually caused the case of our 400 to bulge by that amount. This is hardly noticeable, but preventable, hence our suggestion about an appropriate warning.

In sum, installing the unit requires you to cut the mounting hole for a 25-pin connector. You must then solder 24 factory stripped wires from a twenty-five wire ribbon into place. tack down the ribbon with doublesided tape (supplied) and mount the connector. Somewhat easier said than done, but straightforward neverthelecc

We simply do not feel that there is any advantage in doing it yourself other than pride in workmanship or a minor time savings.

For this reason we have not shown photos of the installation but rather what the end result will look like. As mentioned, the keyboard itself is of very high quality, equivalent to what you'd get in a computer selling for several thousand dollars. We have

nothing but praise for the design integrity of the entire unit from its heavyweight plastic case right down to its rubber feet.

The keyboard is laid out almost identically to the Atari factory keyboard and even features heavier weight springing on the "system's

reset" and "break" keys to prevent mishaps.

Supplied with a beefy 10-ft, cable, the Sidewriter frees Atarians from the computer to program upside down if they like. It allows gamers, especially adventurists, to lie down on their sofas and leisurely input instructions. Of course, this is most pleasurable if one owns a projection TV or Beamscope. More to the point, the Sidewriter allows the kind of freedom from the machine that can make long sessions vastly more comfortable and less con-

In use, the Sidewriter parallels the Atan's keyboard - it does not usurp or

straining.



A look at the Sidewriter's hard underbelly

replace it. This allows two or more people (depending upon how many Sidewriters are in use) to input the machine simultaneously. In a business situation the 800 owner (or the 400 owner for that matter) can run multiple inputs to this computer, making his system far more versatile than ever before.

Because the Sidewriter was designed by people in the repair business. it has several unique features. Each of its keys is replaceable at a very reasonable cost, should a malfunction occur.

In addition, while the cable that connects to the computer can be screwed down for added security, the end that attaches to the Sidewriter cannot. This arrangement is designed to prevent a mishap from occuring should someone trip over the 10-ft. umbilical. In that case it will unplug from the Sidewriter leaving both the keyboard and the operator intact. If hard mounting on both ends of the cable is desired. Screensonics will supply the Sidewriter so endowed at the customer's request.

For those who like their keyboards with an uncluttered look, the brass Screensonics nameplate may be easily removed - this too by design - a nice touch. For the Atari 400 owner, the Side-

writer is probably worth its weight in gold. For the serious 800 user, it is only marginally less desirable - and then only because the 800 already has a real keyboard.

This isn't much to recommend in the way of improvements for this excellent product. If only Screensonics can locate a supplier that makes 25-pin "Y" connectors, which would eliminate virtually all soldering, the product would be just about perfect. As it stands, it's almost there

already, and that's saving a great deal.





Adventure Through the Ages with Time Zone

By BILL HEINEMAN

It's amazing how much someone will go through to make the biggest and the best "anything"! Well, the people at On-Line Systems are no exception. Not only is this computer adventure the most difficult one I've ever solved, but the complexity of it was startling. Anyone who plays this game without previous adventuring expenence may well find they've bitten off more than they can chew

The guest starts out at your home and progresses through seven time periods, seven continents and another world. All in all, there are 41 different time zones to explore. Some are death traps, some are easily solved, and others are not so easy to live through. And the planet Neburon is a real pain. The story of the game is as follows: In the year 4081. Earth is a fast-paced, highly technological planet. Earth has advanced so fast that no other planet in the galaxy has been able to keep up with it. Earth has the edge over every planet but one; Neburon, the only world that has not joined the Federation or even let the Federation in on its existence, has been watching Earth for a long time and now deedles that

a long time and now decides that action must take place or Neburon will be discovered and their superiority will be lost.

The Neburite scientists went to their foom to ro great leader Ramadu, and asked him full color p what should be done. The evil ruler looks like. T chose to declare war and had a great kind in this raygun built and aimed at the small not needed

blue world, Earth. A lone Nebunte saw what was about to take place, so he built a devet to send to the Earth people in the hope that they could figure out how to stop Ramadu and save themselves. Just as the Nebunte was about to send the device, Ramadu's guards stormed his home, shot the controls of the transporter, and the device smiphy disappeared. Did he had the source of the transporter, and the device smiphy disappeared. Did he was the support of the transporter, and the device smiphy disappeared. Did he was the support of the support o

The year is 1982: You have just awakened from a really weird dream. You thought that Earth would not see the year 4082 because of somebody named Ramadu and ravguns and the like. You dismiss these thoughts as fantasy brought on by that 4-foot long sandwich you ate last night and you decide to take a walk to settle your thoughts (not to mention your stomach!). No sooner do you walk out to your backyard then you see a funnylooking device just sitting there. What could it be? Your curiosity gets the better of you and you venture inside. With that, your greatest adventure

The game called Time Zone is played by simple two word verbrinoun commands entered on the computer keyboard. There is no time limit and there are a lot of time-consuming puzzles to be solved A good feature in this adventure is the "save-game" of routine. An adventure ras have up to 16 adventures on one save-game disk which you supply), and there is no which you supply), and there is no which you supply). The properties you can have.

Inis one is just like previous Hr-Res Adventures by On-Line in originality, complexity of the puzzles, detail in the graphic artwork, playability, and humor. Time Zone boasts faster picture-drawing routines and the sheer number of puzzles and pictures, not to mention the vanety of scenanos, make this game a real mind-blower.

If you've been wondering what a hi-res adventure is then you haven't seen anything yet. A hi-res adventure is exactly like a text adventure in which you move your "adventure" from room to room with the addition of a full color picture of what the room looks like. There is no animation of any kind in this game so arcade skills are not needed. I'm a very good adventurer and can usually solve a game in one evening, but this program took me three weeks of sold effort to finally have the honor of wasting Ramadu and böving the raggin to bit. Those who have the sold of the result of the sold of the sol

To play Time Zone, the player enters two word verb/noun commands into the keyboard. The computer will then give you a response. Hitting

text and the room picture with four lines of text. Some commands are "Get Laser", "Drop Money," "Use Rope" and "Kill Ramadu." Other possible orders are: "Go North" (or "N" for short), "Enter Machine" and "Save Game".

In this adventure, you can journey back to the era when Cleopatra was Queen of the Nile and Julius Caserwas till frends with Brutus, You will see dinosaurs and cavemen, the sign gof the Dedaration of independence and, you will even get to join Robin Hood's Merry Men. You will also travel to Los Angeles in the near future and trek to the dreaded planet

The doomed city of Neburon offers many ways of getting you killed but trying to survive is fun. Neburon is a perfect example of a dictatorship, where death at every turn and (hint) Big Brother's always watching you. Neburon also is the climax adventure in which you must have items gathered from all of the previous

The game also has a back-up routine so you can make copies of the six scenario disks in the event of a system crash.

adventures to survive.

So if you watch your tongue and have a logical mind you may eventually solve the game and receive the title of "Ultimate Adventurer"!!





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HOLEY MOLEY

Certainly one of the most "offbeat" coin-op fads of the past year is the incredible popularity of the "Whack-a-Mole"-style non-video contest. In these nutty little games, the player holds a padded mallet in hand, stands in front of rows of what look to be empty holes. Suddenly, furry little moles start popping up to give you a raspberry. The creature's head is above ground for only a heartbeat and in that period, the player has to smack the little offender on the noggin. Pretty soon the little critters are popping up all over the place, and the players - caught in a fit of frenzied aggression - are smashing anything that dares peer over the top. Well, at least the animals are only imaginary in this

affront to ASPCA members It was inevitable that a videogame version of this phenomenon would turn up in the arcades and homes (the Commodore VIC-20 has a version) and this is it: Tai's Holey Moley, Now if the concept of three decks of three mole holes each, all of whom must be bopped - with a King Mole who occasionally makes a cameo appearance for bonus points - isn't already too strange for you, there's the game's somewhat. . .er. unusual play mechanic. The control console consists of nine paddle-boppers, one for each mole-hole. As one of the fuzzlings pokes his upturned nose above ground, wham!, you smack down on



Explore the

By BILL KUNKEL

the corresponding paddle to put him

back in his place.
That's it folks, honestly. Video Whack-A-Mole for all you mad things who 've been just dying for it. The big question is whether or not the game will be able to sustain its drawing power without the actual tactile contact required in the original version. It's one thing, after all, to stand over a patch of holes, waiting with glazed

eyes for the first sight of a mole to wallop. Will pressing a button be as intellectually and emotionally fuffilling to people who like this sort of thing as using an actual mallel? Will June find out that Jerry's been seeing Cathy who is secretly a convicted murderess with armessa?

GRAVITAR Atari

Gravitar is an interesting, off-beat item that incorporates aspects of the classic adventure game, using a floor plan-style playfield with close-ups within each sector. Players must pilot their ships here using the directional-trust technique developed for games such as Asteroids and Space Duel. In those earlier games, however,

In those earlier games, however, there wasn't quite as much navigation required. Here, players must move their ships through what appear to be hollowed-out asteroids, complete a mission and return to safety for another go. If you can imagine playing Venture

in outer space, you'd have a pretty good idea of the general concept of Gravitar. The hi-res, brilliantly colored graphics give a unique look that, at first, may strike some as looking like a hybrid of raster and vector technology.

The major excitement comes strictly from the piloting system. To propel the shlp, you point it in the desired direction and hit the thrusters. The ship gains speed as you pour on the power.











System number one - has four planets

In order to stop, or reverse, spin the ship around and apply an equal or greater amount of thrust.

This technique can be a challenge even when you're just moving up and down. Try making the hairpin turns and slipping through the maze-like tunnels - destroying depots and enemy spacecraft while you're at it and you've got a pretty good grip on just how hard this one can be. Gravitar

Sorry, novices, unless you've got pockets lined with tokens you're just dying to get rid of, leave this one for the experts - or else start practicing, quickly!

MOON PATROL

is a real player's game.

What do you get when you combine a science fiction theme, a hori-

first of Gravitar's systems

zontally-scrolling shoot-out, a "jump" contest and adorable, cartoon-style animation? Answer: Moon Patrol from Williams, one of the least expectable follow-ups to the manufacturer's trio of hard-core SF "players" games. This machine is a long, long way from Defender, Stargate and Robotron in

every respect Initially, Moon Patrol creates a magnificent illusion of depth through the use of several background sequences that scroll at variable speeds. This creates a feeling of distance. Our hero, a cute little moon-

mobile complete with three sets of oversized, bal-

entine interior of the deadly Red Planet - time limit and all!

loon tires, a laser cannon and an ability to leap over craters, scrolls from left to right across the screen against this

painted landscape. The mechanics are simple - especially compared to the super-dexterity required to play Stargate. The

moon buggle moves eastward while two sets of action buttons (jump and

con





By THE GAME DOCTOR

good morning, games persons. Lots of questions on your faces. I can see that. Wondering about things like when your favorite coin-op is going to appear in a home version and if it'll play on your system! And joysticks, new computers, oh yes, it's going to be a busy day. So to get the ball rolling, I'm inform-

ing all those Odyssey' owners who've been asking me for a year-and-a-half now when N.A.P. (Q2's parent company) was going to pick up the home rights to a coin-op game, that the time has come. Blow your horn, Gabriel, for Stern's maze-chase cutie. Turtles, is already in the prototype stage as the doctor writes this. Unfortunately, for the first time since the programmable practitioner's been authoring this column, this is the first month nobody's asked me the question. So do I get the T-shirt this time?

Naw, that wouldn't do. It'd look silly with my video-golf slacks. Instead, this month's bit of reader reward goes to Grev Oliver, who not only had a good question, but used "Garfield" stationary. Llike that cat — when is he going to get his own videogame? How about Lasagna Hunt?

Q: Back in your second issue, on the last page, there was an advertisement for Midway games. Notice on the Pac-Man screen that the gobbler's on the apple but he's only got'460 points - not nearly high enough to reach the apple rack. How did they do it? (Grev Oliver, Austin, TX)

A: Most of the playfields seen in magazines and advertisements, Grev. are not photographs but artist's reproductions of what you actually see on the monitor. There are several reasons for this, most prominent being that videogame screens are quite difficult



to photograph clearly (as anyone who has ever tried to record a high score can testify). Even the best pictures tend to feature considerable distortion as the glass tube is slightly domed. producing a "bubble" effect

Also, artistic renderings of playfields allow a single picture to tell a more complete story than any single frame of actual game play. Seldom do all of a game's most picturesque objects appear on screen simultaneously, but in a drawing, the notential player gets a better look at all the contest's elements

Q: How do you feel about some of the newer videogame TV commercials that show incredible special effects or scenes from well-known movies which the games are based on. but barely show the game itself at all!? I'm thinking of those Coleco ads with three-dimensional spaceships flying out of TV screens or the ad for Wormwar

Or how about the "M Network" TV spots? They are very interesting to watch, but they nevertell you what it is they're selling, who makes it and which system it plays on!

(Steven Ryder, Detroit, MI)

A: The Doc has no personal objections to ads that utilize dazzling visuals to explain a game concept or highlight a particular entry, just as long as we prospective consumers get an equally good gander at what the game itself looks like. Parker Brothers' VCS version of The

Empire Strikes Back, for example, does use actual film footage in the ad. but we get to see just as much of the actual game in progress. Opinion on the ColecoVision ads, meanwhile -'bringing the arcade home" - have elicited a few complaints. Personally, I don't believe that consumers are actually expecting to see spaceships come zipping through their living rooms The 20th Century Fox ad for Worm-

war, however, does tread considerably thinner ice. While it's true that the actual game is shown, it comes in





quick-cut burst. Also, because of the deliberate viceogame-style of the special effects (produced, I believe, by MACI, the wizards who created much of Disney's "Tron"), the entire issue gets muddier still. Perhaps there should be some sort of on-screen captioning to identify the simulation. Got a simulation from the simulation.

that? Of course not.
On the "M Network" commercial, though, I gotta admit I'm right with you on that. The old cartridge croaker thought his bifocals were going haywer along with his ears the first couple of times that played. Sure, it's a great process of entertainment, in such expects of the couple of times that played. Sure, it's a great process of entertainment, in such that product (TV sets? Some new, un-named videogame or computer system? Glasses? Shoes?) It rated a hard zoro. Sure did love that stong, though.

Q: Since things begin to blink when there are too many objects on-screen



SPACE INVADERS

(such as in Atari's Adventure), why don't they blink in Space Invaders or Defender?

(John Ahrens, San Antonio, 7X)

2. I must admit, John, you just about killed the Game Doctor with that question. You, eh, didn't notice anything binking in Defender, you say? Well, then, either you have a magic VCS or ye eyes really are going! Not only does the radar scanner at the top of the screen ficker constantly, the entire ship disappears every time a shot is fired!!



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By THE GAME DOCTOR

As for Adventure, I never noticed all that much blinking — at least, nothing that wasn't supposed to be there (if you egg-hunters catch my meaning). As for Space Invaders, the blinking effect is caused primarily by random movement of horizontal objects. You'll notice that the horizontally aligned invaders are always moving in synchronization. Thus, no blinking.



(Chris Lerrin, Oak Park, IL) A: Actually, "Tron" may return to the movie theaters before it visits cable



TV. Based on the success of the Midway coin-on, there is serious talk regarding the film's re-release. In either either case, it has been available on videotape for VCR owners for the past several months.

O&A QUICKIES: As at least 200,000 of our readers pointed out, the titles under the Intellivision and Atari VCS versions of Football were reversed. In



(Left) Atari Football (right) Intellivision Football - all right, Mr. Plimpton?

penance, George Plimpton was summoned and the proofreader in guestion was beaten about the head and shoulders with a five-foot high rebate slip. The villain in question was then sentenced to watch every compareour-system-with-your-system commercial ever filmed over 600 times. After that, we got rough, . . Scott Advani from the Great White North (Alberta, Canada) asks several questions regarding the Atari 400. Going over the stats quickly, 48K boards already exist and a 64K RAM board is said to be on the way. There are both tape and disc drives available, the 410 and 810, and it's true that almost all of the major producers of computer game software are making Atari versions of their hits available. Remember to check the game, however, and be sure that you have the Atari version and "K" requirements. Several of the older game-makers for the Apple (such as Sirius and Broderbund) are releasing Atari versions of their major titles, but they are almost exclusively 48K. This is due to the fact that all Apple II software utilizes the system's full 48K as a means of protecting the program for bootlegging and the time that would be needed to rewrite the program for, say, 32K of Atari RAM (a possibility in most cases) would make such translations financially unrewarding. . . Dozens of

queries and \$\$ to: Electronic Games. Subscription Dept., 235 Park Ave. South, NY, NY 10003. . .

O !! I've heard a lot about ColecoVision, and I have a couple of questions about it to ask you folks. Are any companies such as Imagic, Apollo or even Activision going to make cartridges for the system? Also, will you



be covering the ColecoVision more in

Electronic Games?

(Kevin Macdonald, Vallei, CA) A: Software publishers are pretty cagey about which systems they intend to support in the future, but snokesmen for several have said that they are looking hard at the ColecoVision and expect to enter the software market once the base of installed systems grows large enough to support such a venture. And, ves. you can bet readers have wondered about back issues of EG, and most of our older stuff is still available. Address all

your favorite joystick that you'll be reading lots about this fabulous "third wave" system in future issues of this magazine.

Q: As the former owner of an Atari and the present possessor of a Colecovision, I have two questions concerning some of the add-on devices or specifically, will it be possible to use a consistency of the color of the color

A: Although we have not formally tested the link-up you suggest at this writing, there is no reason to believe that the Supercharger will not work that the Supercharger will not work terring to your second query, the Supercharger will not enhance Ata-ctridges with or without the emulator. The device simply allows a home arcader to run game programs put through the Ata-7600, and has absolutely no effect on existing ROM cartridges.

Q: When Atari buys the rights to an arcade game or movie title, are those rights bought for both the 2600 and 5200?

(Brian Robins, Ardsley, NY)

the Sunnyvale videogaming glant can hammer out with the folks who are selling the rights. So far, at least, Atari seems to be buying home videogame rights in most instances, which means that the company could offer cartridges based on such titles for both systems.

Q: I would like to know a little about the Commodore VIC-20's gaming software. Are any independent companies producing software for the VIC?

An David Craft, Rociusion, MS)

At Death down to your local software dealer, because he's now got shelves jammed with new games for the VC and the VC and



id Sears Tele-Game * Video Arcade *

When it comes to video game

When it comes to video games, there's nothing she ise a game by Teleys. Noting whacker. And nothing more challenging. Eating little white dots is pretty bland, compared to munching the flying burgers, shakes and freis in four foot. It's a furious feast! Keep Stanley I. Presume hot-footing it as he dodges Goo's barrage of nuts in Coo Nuts. But don't laugh—this is serious <u>business. It's a</u>

of nuts in Coco Nuts. But don't laugh—this is serious business. It's a knock out!

And try Cosmic Creeps—a space game that's out of this world. It's up to you to save the Cosmic Kids from Skeeters, Creeps and oblivion.

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Here Come the 1983 Flipper Games!

By ROGER C. SHARPE

The nation's most intiguing arcade only stays in business three days. It doesn't even bother to charge customers for the right to play its nearly unbelievable selection of the very newest state-of-the-art coin-op machines.

About a week before Thanksgiving each year, members of the coin-op industry gather in Chicago to see what's new and try to guess which titles will be the coming year's sales winners. It is there, quite often, that the fate of the latest crop of pay-for-play devices is settled.

The Chicago trade show proved once again that there's no limit to the possibility of interesting ways to package the unique appeal of lippers askive balls. Solid evidence is available in the form of the games which we'll be covening in this month's installment of "Pinbail Palace" as well as the high-lights of the show. These included Williams' Warlok and Defender, and Bally's combination pinkid version of

Baby Pac-Man.
Well be looking at these and other efforts in upcoming months, chronicling the trends and continued battle as pinball fights to survive and attract a larger audience than it recently has enjoyed. In the meantime, there are some interesting selections which

show just how far the games have come in trying to find the elusive ingredients which balance out for the hard-core players as well

STRIKER Gottlieb

With the prevailing design emphasis focused on more simplistic layouts and play strategies, Gottlieb is quickly rediscovering the niche in which the company built its pinball reputation.

Striker incorporates all of the elements of socre, compolete with squade

as the newcomers to flipper games.

effects (cheering crowd noises when goals are scored), speech to indicate when players should shift their attack, and graphics which carry through from the backgas to the playfield. Whether you're at an of the NASL or MISL, Striker gets its points across in a game where scoring is a dual challenge of getting goals as well as building up other

Values.

The board is symmetrically laid out with three top lanes leading down to a thumper bumper area complete with a left and right side bank of drop targets as well as dual spinners for access bacup. At midfield there's an interesting little set-up of four drop targets and a

pair of smaller sized flippers, while beneath this is another thumper bumper. The bottom flipper configuration (two on either side facing each other) might remind some of you of a previous here the range of shots available off the flippers, as well as the proximity of some key features, better utilizes design twist. In fact, it's almost like playing two games at once — the left side and right side — with the proside and right side. — with the pro-

Basically, Striker projects you into a soccer game where the main purpose, besides scoring as many points as post-sock participation of the board are a string well. Located on the board are a string from the bottom of the field. Shaped like soccer balls, they will either light up white for the offense (you) or yellow for the defense the machine, with the callenge being to hit the appropriate targets at the right time to advance the where if can be "collected" as a goal.

However, while you're trying to advance your ball position, you may also be "advancing" down the defense which will block you and can even push you back. The game designer wasn't without sympathy for this and added an extra set of buttons on the side of the cabinet which allows players to shift their white ball from side to side depending upon the defensive threat. And, rather than leave you wondering when the best time might be to press the button, since you're initially limited to three passes at the beginning of any turn, there has also been some speech thrown in that tells you when to pass. As for increasing, or at least replenishing, your number of available passes, there's a right side kick-out hole which will add on one nass when the hall lands in it. This same feature also serves as a "free kick" opportunity. Completing either of the top drop target banks will light the hole so that if a ball lands in it, another one will pop out in the plunger lane. Play this one until it drains and then get ready because that right side kick-out hole will eject that "locked" ball for extended play on that turn.

But that's not the end to Striker. Depending upon the number of goals you can score during the regular game, the machine may begin a "shoot-out" period for a limited amount of time based on that number of goals, so that players have an extra chance to add on



STRIKER

to their scores as well as making goals. It's a nice touch which is indicative of the continuity of action that *Striker* brings into play for both the beginner and more skillful pinballer.

It might take a bit of time to get comfortable with all the nuances and subtleties in order to maximize your shots, but Striker is a good, solid effort that carries through a workable and recognizable theme no matter what the goal might be. In fact, it's one pinball machine you shouldn't "pass" up.

BAAX Bally

Looking to further incorporate fresh themes to pinball, Bally has gone full cycle with this two-wheel-inspired double-level game that shifts into high gear the moment the ball hits the playfield. Entering from underneath on up to the top portion of the board, there's a full array of features which should test even the most adept flipper are.

Play begins on the upper level, where there's a set up of drop targets at the very top and increased point totals tied in on a timed basis before the entire bank resets and you have to start again. Hit them all down and for a brief moment a lone target behind the bank is lit for an extra ball, before the sequence continues anew. Over on the left are three stand up targets, while behind and above them rest two lanes for either a roll-down back on the top level or one that finds the ball mysteriously hidden until it comes out down on the lower playfield. When lit, these lanes can really mean mega-noints. with one offering 2X scoring of playfield values and the other 3X for the duration of that turn. A set of flippers at the middle offer good access to all these key areas and a hole between that will drop the ball down into a lower kick-out hole for release on this portion of the playfield.

It's here that the action gets tricky. Besides a bank of four blue drop targets on the left and three vellow stand up targets at the right, there's a little "shredded" type of curtain fronting that kick-out hole in between. and ramps on either side for shots back up to the top. The bottom brings into play an additional set of buttons on the side of the cabinet for "closing" up the outer lanes leading down to the flippers for a brief amount of time, which keeps the ball in play if you can adjust your flipper fingers fast enough to press the right button. This is, admittedly, a "learned" talent that will take some time to get used to and tends to speed up a player's response and awareness when the ball is rolling around in this area.

All in all, BMX is a fairly basic and straightforrawd game where the strategy might just be weighted a bit more in favor of the upper playfield in order to achieve consistently high for the need to make long left to right or right to left shots from the bottom fippers and those extra buttoms for closing off the sides. It should, however, keep you on your toes until you are get a firmer handle on BMX and be with.

LOVE COIN-OPS?

If you do, be sure to check out the April EG for a whole batch of stories and features on the pay-for-play machines. We'll tell you about how to collect the classics and show you the games that may attain that status in 1983. Be there.



Close 'N' Counters of the Third Kind! By JOYCE WORLEY

SPACE-N-COUNTER AND CHASE-N-COUNTER

GCF/\$40 When the folks at General Consumer Electronics Corp. decided to market a wristwatch, they came up with three of the most delightful game-playing timepieces ever devised, Game-Time, Arcade-Time, and Sports-Time. Each plays a trilogy of unique diversions,

using the watch face as a tiny playfield for the miniature videogame graphics. Now the designers from GCE have something new for us - two of the

most challenging game-playing pocket calculators that ever counted a bunch of nines. The masters of miniature have stuffed three giant contests into each machine. Now you can balance your checkbook or solve your math homework problems, then cure your headache with a quick game. If won't be late for class or supper.

that isn't enough, these useful instruments will also tell you the time, so you Space-N-Counter and Chase-N-Counter each measure 21/2-by 41/4-in. and fit easily in a jacket or shirt pocket.

A slide mechanism shields half the unit. When moved all the way left, the calculator keys are exposed for use and totals show in the viewscreen window. Move the slide to the right to reveal the 11/2-by 1-in, playfield, firing button and miniature joystick.

Each unit features a full-function calculator with a memory feature that allows a number to be stored, then recalled when needed. The memory stays intact as long as the calculator is in operation, but clears automatically four to five minutes after you stop



using it. Returning to the game mode or entering a new number in the memory also clears the old number. The calculator totals up to 10 digits, though there's only room in the digital readout window for six numerals. Pushing the "2nd" button reveals the second tier of numbers so you can get a 10-digit total.

Time reads out continuously, except during calculation or game play. It's very easy to set the correct time on these units. Just press the time set button, enter the correct hour and minute(s) using the calculator keys, then press the memory button to lock it in. This is a nice simplification of what can be a tedious procedure in some other pocket time/game calculators

Many companies manufacture excellent calculators, and there's a plethora of cute and accurate pocket timepieces on the market. But the real superiority of these two units is in the games. Both feature unusual programs to provide hours of fun when you're not busy solving problems or checking the passing time

Space-N-Counter has a trilogy of scrolling shoot-out games. Game one, Phaser Fight, takes a spaceship through a series of defenses. The mission is to destroy the enemy base, but before your fighter can deliver the coup de grace, it must battle through rockets, UFOs and fireballs. The fourposition joystick helps maneuver the ship around the mountainous landscape, while you fire at the rockets streaking toward your craft. Survive this barrage only to face the UFOs; then the next screen brings fireballs that can't be destroyed - all you can do is try to avoid them. Once past the fireballs, the enemy base appears. It has four segments, and all must be mine destroyed, and 100 destroyed. Then a victory sign points for each of the appears, followed by a new, faster deadly mine-laving landscape. Score nine points for each enemy vessibilis rocket or UFO destroyed, and 500 points for the enemy base. Arcaders gain an additional ship for each 1000 points scored.

The second game is Meteorox, Fly

the spaceship through a storm of rocks and meteors moving toward you from right to left. Shoot to destroy the boulders, but remember to avoid the meteors. The speed increases each time eight rocks are demolished for 25 points each, and the game ends when

all your ships are gone. The third game in Space-N-Counter is Star Sweep. Move the ship through a minefield, avoiding collisions while destroying mines and minelayers. Your ship appears on an empty field, but the minelayer immediately shows up. placing deadly explosives in random locations. Your ship fires bullets which travel four spaces, either across the Play starts with four ships, like the other games on the unit, and arcaders win an extra ship for each 1000 points. Star Sweep is a tricky challenge: the mine-laying alien cruisers quickly fill the screen with their deadly eggs. But a simple strategy gives you an edge over the enemy. Put your battleship just ahead of the minelayer (instead of following behind where you're almost certain to cross the path of a mine.) Then fire toward the right and let the bullet wraparound, eliminating the alien ship from behind

If you're lukewarm about space shoot-outs, and adventure games are more to your taste. Chase-N-Counter



CHASE-N-COUNTER

screen or wrapping around to the other side. If the bullet hasn't gone four spaces when it hits the right side of the screen, it bounces to the left, then travels the remaining spaces. Likewise, the ship wraps around to the opposite side when it strikes the right side of the playfield Score 25 points for each

vating entertainments with very diverse themes are certain to amuse you, with nary a shoot-out among them! First is Treasure Trek. Operate an on-screen archeologist hunting booty in an ancient city. A map of the eight-building village appears, with one house blinking. Use the joystick to move the blinking light to the build-

is the calculator for you! Three capti-





SPACE-N-COUNTER

There find a treasure, represented by a square shape. Capture it by touch, then exit the building through the same invisible door you entered by. Snakes, which can be shot, and arrows and boulders, which can only be avoided, make your escape more difficult. The two inner buildings can only be entered by a secret passage, activated by stepping on a secret square in a room you've already looted and escaped once. There are two of these secret squares in the six outer buildings, making it necessary to reenter and thoroughly search each room after you've escaped with its treasure. When you find and step on the secret square, it transports you to the inner room and another hidden treasure But the Ghost of the Ancient Wizard lives in the inner rooms, and will kill your archeologist if he can. After raiding all eight rooms,

another round begins, with even faster antagonists to hinder your quest for booty. The game ends when all your archeologists are destroyed

The gamer gets 500 points for each outer-room treasure, plus an extra 500 points for exiting the room safely. The treasure in each inner room is worth 2500 points, and safely escaping each of those buildings scores another 2500 points. Killing snakes is always fun, but worth only one point each, so don't waste a lot of time hunting the wildlife. Game two is Chomp 'n Chase, an

excursion through a six-screen maze to find four power spots, while avoiding or eating the monsters. Narrow paths traverse the maze, and you can walk off the screen in any direction, onto the adjoining game fields. But the monsters follow, and your only hope is to eat the power spots, then destroy the enemy before your strength dissipates. Devour all the power spots in the first maze to start round two. where the bad guys move even faster. Every succeeding round grows more difficult. Gain 250 points for each power spot eaten, and 50 points for each monster. The arcader gets 500 points for completing each round, and a free man for each 10,000 points.

Finally, the third game in Chase-N-Counter is Double Cross, a trafficcrossing game never before seen in such a tiny format. Cross your cursor over a busy four-lane highway without being hit; then turn around and cross back again. In the first round, only slow-moving trucks are on the road, but fast-moving cars show up after the first double cross. After each double crossing of the clogged highway, all the vehicles speed up. Get 25 points for each lane of traffic passed, 50 points for making it to the other side of the road, and win an extra man for each 10,000 points

The miniature joysticks that control the games in each unit take some getting used to. They're actually fourposition levers. Use just one fingertip to move them, and remember to return the stick to the center position after each push. One of those rubber thumbs used for turning pages might be handy protection for your tender digits as you handle the mini-stick: my fingertips grew sore from enthusiastic thumbing. The tiny controller seems strange if you're used to a self-centering stick, but a few minutes of practice will master the method.

Both Space-N-Counter and Chase-N-Counter are very appealing. The games are engrossing, despite their size and graphic limitations. The LCD screen naturally allows only for black and white, but the action is so diverting that I didn't really mind the lack of color. The first game in each unit, Space-N-Counter's Phaser Fight, reminiscent of Scramble, and Chase-N-Counter's Treasure Trek, a dungeonsearch game, is quite remarkable, and with better graphics, each would make fine stand-alone games on its own. Each of these fine games is coupled with two others almost equally unusual, and a good calculator, plus an accurate timepiece. It would be hard to ask for more of a value.

Coleco/\$70

his lady love again.

Poor Mario has lost his sweetheart. She's been captured by Donkey Kong and taken to the top of a skyscraper. Mario would like to rescue her, but it's a long hard climb up girders and ladders to where the giant ape has stashed his lady. Worse yet, Donkey Kong sees him coming and throws a barrage of barrels down on Mario's head. Mario must avoid being hit while

climbing to the top, or he'll never see Coleco's introduction of the miniarcades early in 1982 signalled a new era in quality stand-alone games. Although stand-alone electronic gaming has been around for a long time.



standards of excellence have varied greatly over the years. The first electronic hand-held games were primitive toys compared with what technology has accomplished in the last few years. Although the new games are still toys. technically speaking, their level of sophistication has elevated them beyond the mechanical entertainment that were state-of-the-art only a couple of years ago.

There were some fine electronic hand-held games on the market prior to the mini-arcades from Coleco. In NAME-THIS-GAME-SWEEPSTAKES! OVER 1000 PRIZES!

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1981; Colecu's own line boasted the outstanding Alien Attack, as well as BowlAtronic. At the same time, Parker Fros. had Bank Shot, a fine electronic pool game, and Wildfire, possibly the best hand-held pinball machine ever devised. These and a half-dozen other tibles were actually a new genration of stand-alone electronic games just starting to crawl out of the toys that had dominated the field before that time.

It was easy to be excited by the Coleco mini-arcade games when they first appeared. The initial release was the phenomenally successful PacMan, and it continues to be the record seller among stand-alone games. The beautiful tabletog game came out just in time to ride the create of that popularity wave. The unit deserved all the attention it got flowes find in handsome miniature version of the control of the cont

Pac-Man was followed closely by Galaxian, winner of the 1982 Arcade Award for Stand-Alone Game of the Year. Galaxian has everything a gamer could want in a miniature arcade. It has

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contest, both for solitaire players. Two gamers can vie with each other in Head-to-Head Galaxian, the most challenging two-player competition to date in stand-alone form. The entire unit is housed in another wonderful adaptation of the big-brother version. The hood shielding the mini-screen is not only beautiful, but functional, since it cuts down on room light and shows the minature playfields to best advantage.

an outstanding version of its namesake game, plus an excellent invaders

The success of the first two miniarcades guaranteed that there would be more games in this fine series of designs. Autumn of 1982 brought Frogger, the licensed version of the Sega coin-op, complete with serpents and diving turtles to make it hard for Froggie to get over to his pad on the other side of the road and river. Though boasting even better graphics than the first two mini-arcades - the fluorescent lighted screen is much brighter - Frogger has only one version of the game and no provision for head-to-head play. Still an excellent entertainment. Frogger lacks some of the niceties of the Pac-Man and Galaxian units, but unquestionably offers a good round of the coin-op hit.

The fourth and newest mini-arcade is Donkey Kong, the Nintendo coin-op favorite. The blue housing is decorated with pictures of the stupid age, and the four-directional joystick and jump button are the only controls used during play. The unit plays very much like the Nintendo version. Move the stick left or right to make Mario run, or up and down to make him climb the ladders. The jump button makes Mario leap in the air, either in place or while running, to hop the barrels thrown down by Donkey Kong or to pass gaps left by removing rivets from

the structure. Mario has to run up the ramps to reach his girl, but his way is barred by the falling barrels which must be vaulted. Once Mario makes it to the top where his girl stands waiting, Donkey Kong scoops up the lass and carries her still higher. Then Mario is miraculously transported to the bottom of the second screen. Once again he must ascend to the top, this time removing all the rivets in the floor as he goes upward. If he makes it to the top of the second screen, removing all the rivets in the structure, he wins the lady back, But, alas! not for long. The game continues to cycle throughout the

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screens, getting harder on every turn. Mario must continue striving for the return of his true love until three Marios have been killed.

There are numerous differences between this and the Nintendo version. Since the graphics are produced by matrixing, it wasn't possible to put rungs on the ladders. This looks strange, but doesn't really affect the game play. However, animation of this game by matrixing produces some incongruities. Mario is counted as squashed by a tumbling barrel when he is standing next to one. A moment's thought explains this: obviously, matrixing doesn't allow two objects to be in the same space at one time. But it's very disconcerting to have Mario waiting at the foot of a ladder outside the range of a falling barrel, only to have him die because the barrel fell beside



DONKEY KONG

Another major difference is the hammer. It has no effect on the game. Gain 200 points for grabbing the hammer, but then it disappears instead of staying in Mario's hand to smash barrels for a few point-gaining seconds.

Avoid touching the electric fence that Donkey Kong stands on. Mario can pass under it harmlessly, but fries if he tries to go through it. Likewise, be alert to the danger of running off the edges of the playfield. On the coin-op game, falling off the side is not a factor, but this hazard keeps the miniarcade version from being too easy.

On the second screen, Mario must remove the floor rivets on each level by running over them, then remember to leap over the gap left in the floor each time he passes that way. Since the barrels, flaming on this level, can't



MAGAZINE

For use with INTELLIVISION, SEARS SUPER VIDEO ARCADE, and TANDY VIE



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NEIGHBOR. + HELP THE GOOD NEIGHBOR cross the gaps left by the missing rivets, Mario should plan to keep a gap between himself and the missiles. The second screen has a variety of

ladies' belongings scattered around. By picking up his lady's purse, hat and umbrella, Mario gains 200 points each.

Donkey Kong is a good solid miniarcade version of the coin-op, and definitely the best climbing game to date for the stand-alone field. Anyone who especially enjoys this genre of entertainment should certainly try the Coleco version, even though the unit lacks the special spark that made the original Coleco mini-arcades so outstanding. Gone is the multi-game capabilities of Pac-Man and Galaxian also missing are the exciting head-tohead challenges. Even the demonstration mode, found on every miniarcade up to this one, is absent from Donkey Kong, It's easy to understand why. Donkey Kong is a very complicated game, difficult to stuff into such a small package, so some of the frills had to be left off. But if you love dimbing games, look

no further than this. Donkey Kong's unending desire for Mario's girl will keep you busy on a rescue mission for many hours, trying to get the love-sick plumber to the top of the building and back in his lady's arms again.

PAC-MAN Tomytronic/\$45

Fine clothes do not a lady make, or so the saying goes. This thought hangs in mind as I eye the Tomytronic standalone version of Pac-Man. It looks delightful. The sunshine-yellow frisbee-shaped unit could pass as a futursitic spacecraft, and the fluorescent screen is bright and attractive. But health is as beauty does

set the unit for the amateur or professional level, then control Pac-Man's trip through the mini-maze with four directional buttons. The agame starts with a few bars of the familiar Pac-Man theme. Then get ready for munching as you steer the smille-faced Pac-Man through the demi-maze, crunching up the goodies and avoiding monsters. So far, so good. The Pac-Man sym-

bol is a cheery ball. The monsters are cuter than normal; bright red with big eyes that seem to implore you not to gobble them. Even the power spots are pretty little stars. There are 18 dots of bait and two power spots on each screen, and one bonus bunch of cherries. At the amateur level, there are two monsters on each of the first three screens; starting with level 4, there are three ghosts. ("Pro" setting gets three monsters each screen, from the start.) If your Pac-Man survives five levels, the score window reads "good" in a mechanical judgment of your skills. Tally 2000 points and you get an additional Pac-Man.

The problem with Tomy's version of Pac-Man is that he can only gobble in the direction he's facing (right to left). If Pac-Man is facing left and a power spot is directly behind him, he must back up until it's ahead of him before he can gobble it. As if all this wasn't enough of a handicap, Pac-Man doesn't have to actually collide with a ghost to be eaten. Simply being in the space next to a monster counts as a loss. This is because matrixing doesn't allow two objects to be in the same space, but it's a shame that Tomy designers couldn't think of a better way around this problem. There are good points. The maze

Intere are good points: The maxes has two warp tunnels, allowing Pac-Man or the monsters to eat one side and reenter from the other direction. When the pack man early the pack man early the pack may be an early the pack may be an early the pack may be a packed to the packed may be a packed may be a

when all the Pac-Men have been destroyed. To play again, turn the unit off and on; there is no reset button. It isn't that Tomy's Pac-Man game is

awful; it's just that it's been outdated and outclassed by other Pac-Man style games on the market. Being able to gobble in only one direction is a fatal flaw when coupled with the matrixing problem that causes Pac-Man to be eaten when he's a space away from any monster. The result is an unsatisfactory variation of a great game. No one playing with this unit could ever imagine why the coin-op version, or other video and stand-alone games, were such hits. And, unfortunately, all the pretty yellow flying-saucer cabinets in the world won't make it play any better!

Of course, at least this is a legallyproduced version and does come in an attractive housing. This is more than of can be said for *Epoch Man* and similar thate-offs on the real gobbler.



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....... 106 Electronic Games

CHESS FOR ONE Continued from page 74

surface that automatically picks up every move and enters it into the computer's memory. This excellent chess program, designed by Dan and Kathe Spracklen, has nine skill levels ranging from novice to advanced player. It's upgradeable, in case a better program is ever devised for the Challenger. It is a handsome unit made of durable molded plastic. The Sensory offers a battery of special options and features, and qualifies as one of the best computer games in its price range.

The SciSys Chess Companion, Model #203, is an eight-level, sensor-type chess computer that suggests and takes back moves, plays either side or against itself, and solves mate in four problems. The Chess Companion recognizes castling, en passant captures, pawn promotion, and all draw moves. A special key even enables the user to program opening variations. This unusually attractive high-tech design lists for \$115.

Applied Concepts markets an entire line of chess computers at varying price points, under the Destiny name Destiny Laser Chess, selling for under \$250, uses tiny light beams to scan each square of the LCD board and boasts nine levels of play. Destiny's sensory Prodigy costs less than \$150 and has both keyboard/display input and output. Moves can be made on the sensor playing board, or entered on the 20-position keyboard. This portable unit sports a built-in chess clock, an unusual feature at this price. Applied Concepts pioneered up-

gradeable chess computers with the Great Game Machine. The new model, called the Mega 4 Great Game Machine, is 100% faster in search and play capability than its predecessor. This completely portable game computer still plays all existing twomegahertz game cartridges, but a new line of four megahertz games has been programmed to utilize its increased capabilities. The master chess cartridge for the Mega 4 is Steinitz-4, with eleven levels of play and a complete choice of time parameters. There's even an infinite search level for postal chess players Additional cartridges are available for the Great Game Machine, and the opening and endgame carts can be used in conjunction with Steinitz-4. The Mega 4 has a line of other games available, including Bor-

chek (checkers). Odin (reversi) and Las Vegas 21 (blackiack).

Applied Concepts' Destiny designers haven't forgotten that some gamers prefer to play on computers. The Mate is a hands-on chess peripheral that connects directly to the Apple II. It has an upgradeable program to bar against obsolescence. The chessboard senses the movement of a piece on the board. Then the computer responds. displaying the move on the computer screen and flashing LED lights on each square affected by the move. The Mate sells for \$299.95 complete.

There are a variety of chess programs available for use with computers. Almost every software company has at least one chess disk in its catalog. One of the best is from Hayden Sargon II was programmed by Dan and Kathe Spracklen, currently the chess programmers for Fidelity Electronics. Sargon II has seven levels of play, will let you know the moves it's thinking about, and even gives hints. On disk for the Apple II, it sells for \$34.95. You can play chess with no board or pieces; all the action is on the screen

Even videogame companies recognize the popularity of pawn-pushing. ColecoVision has licensed Fidelity's Chess, to sell for \$30. Playable either by one person against the ColecoVision computer, or two people with ColecoVision monitoring, this is probably the strongest program available for any videogame system. Atari has a cartridge called Video Chess for the VCS for only \$26.95. This may be the least expensive of all the automatic chess games. Mattel offers USCF Chess for Intellivision. A special feature of this cartridge is slow-motion replay so the gamer can study the moves in the previous match.

move, a portable unit is worth considering. Every company offers at least one moderately priced travel set Travel Sensor Chess from SciSvs is an eight-level sensor-type chess computer with an integral sensorboard. Red LEDs run parallel to the chessboard and illuminate the coordinates of the computer's moves. The sensorboard automatically enters all moves into the computer as the chess pieces advance. You can even store board positions when the machine is set "off" Travel Sensor Chess lists for \$50, including the molded chess pieces and a dust

If you spend a lot of time on the

cover Fidelity has a portable player called the Mini Sensory Chess Challenger. The sensory playboard recognizes and

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records every move, then LEDs and beep tones inform you of the computer's response. It boasts infinite levels of play, and random computer responses that make every game different. Play either side at any time, and change sides during the game. A variety of special features make this a hot buy at

Another self-contained game comes from Mattel Electronics. Computer Chess has four skill levels, and an LCD playing board. If the computer shows signs of beating you, take back up to three moves, or ask for help on the next move. This tiny hand-held game is a low-priced goodie that chess enthusiasts will want to carry everywhere.

Most people play chess somewhere between the 1200 and 1600 level, No matter what strength player you need or how much you want to spend, there's a variety of electronic chess games ready to give you the kind of challenge you need.

READER REPLAY Continued from page 18

without a planet when you can reach waves as high as 50 Howard Dombrower

Address unknown Ed: Way to go, Howard. With the advent of the ColecoVision, of course, there are whole new worlds of opportunity awaiting the prospective videogame cheat. Did you know, for instance that in Donkey Kong, Mario

can be made to climb the ladders at nearly super-speed? You simply have him take a single step up the ladder. nause for a heartheat, then continue on up. Mario zips up the ladder so fast he almost loses his mustache! Obviously, a follow-up look at the possibilities of beating the home sys-

tems will turn up on the pages of EG before too long GETTING FLOPPY

Does your magazine cover arcades as well as home video, computers and other electronic game items? Also, could you provide information on gift subscriptions as I have a brother who's a videogame nut and I'm sure he'd eniov your magazine.

Scott Lapham New York, NY Ed: Scott, we cover it all, EG looks at its audience as hobbvists who just happen to be interested in electronic



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gaming, from hand-helds to computers. As for pift subs, just check out this issue of EG for the word on how to get this dazzling publication all 12 times a

IS IT I-MAGIC?

There's something that's been on my mind ever since I purchased Imagic's incredible Demon Attack for the VCS. I can't believe how much the software for the Atan 2600 has improved in the past year. A year ago, it seemed as if Atari's Asteroids was the very best the machine could do -

what with all the talk of flip-flopping hank switches and such My guestion is this: have there been that many new programming de-

velopments or have all of the VCScompatible cartridges advanced so much due to the new software companies with fresh ideas?

Will Simpson Silver Lake, CA

Ed: Good question. Actually, the fact of the matter is that many of the veteran software designers who created the original Atari programs have moved on to the newer comnanies such as Imagic and Activision. where they have continued to learn the secrets of the VCS. Since its inception, the software-oriented 2600 has consistently produced "impossible" effects - everything from scrolling to honzontal, random movement.

The truly amazing aspect to all of this, however, is that the improvements just keep on coming. You begin to wonder if Demon Attack isn't already looking a little aged with items

such as Pitfall and Atlantis bowing in! UP AGAINST THE WALL, EG!

As fans of your magazine since its first issue, our whole family enjoys not only the words but the beautiful pictures that appear in your magazine as well is there any way that some of the super pieces of artwork that appear in your pages could be made available to readers, maybe in poster form?

> June Landon Kingston, NY

Ed Gee, we really hadn't thought about it before, but suddenly EG is being deluged with requests similar to yours, June. What about it, folks? Interested in seeing your favorite EG artwork in poster form for hanging on walls, etc ? If there is sufficient enthusiasm for the project, something could surely be worked out. Just let us know

One of the most rewarding aspects of working on a magazine such as EG is reading the mail Each day, great white heaps of letters come washing across our editorial desks, most of it intelligent, articulate and, well, shucks, full of nice things about EG. But the best part of mail reading comes when a bright reader suggests an article idea they would dearly love to see - and we know that the very feature our reader has in mind has already been either discussed or assigned or actually written! It means that we're on the same wavelength. that we can pretty much tell what our readers will go for just by our own gut reactions

So if you happen to be occasionally disappointed when your letter with that great suggestion doesn't turn up, just wait an issue or two - and you may find the feature you want is waiting for you in all its full-color

And if it isn't well, write us again, That, after all, is what this column is for. Till this same time next month, then, happy arcading!



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THE PLAYERS GUIDE TO COIN-OP VIDEOGAMES

Which games will be as hot in the nation's family amusement centers over the next year as machines like Ms. Pac-Man, Tutenkham, Donkey Kong and Tempest have been during the last one? EG's magazine within a magazine will provide a quarter-saving guide to the up and coming pay-for-play machines.

AN INTRODUCTION TO GAMING ON CABLE

No fewer than three services for electronic gamers will be available to cable subscribers before the end of 1983. Find out their good and bad points in this no nonsense consumer's-eye view of the situation.

HOW TO COLLECT COIN-OPS Sometimes, the oldies are the goodles. Coin-op authority Roger Sharpe will explain how you can own your very own copy of your favorite coin-op — and for a

lot less than you might think! CONFESSIONS OF AN ARCADE TECHNICIAN

Ever wonder what really goes on behind the scenes at your favorite game parlor? Next issue, you'll get into the head of a man whose career is keeping coin-ops plugged into the action.

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ing, multiplying like mod. Use your remate control bug blaster to get them befare they get you. But you'll need a quick trigger finger, a strong stamach, and incredible endurance, because the more you shoot, the mare they came at you. It's enough to drive anyone absolutely buggy, Spider Flyther," designed by Larry Miller.



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